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Parties and Entertainments

NOVEL SUGGESTIONS FOR SOCIAL
OCCASIONS.

Compiled by

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NEW YORK
BARSE & HOPKINS
PUBLISHERS

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PAUL PIERCE

PUBLISHER'S ANNOUNCEMENT.

"Parties and Entertainments" is the latest addition to Paul Pierce's interesting family of books on entertainments. It forms a close companion to "Dinners and Luncheons," "Suppers," "Breakfasts and Teas," and "Weddings and Wedding Anniversaries." While each book is complete within itself the subjects are so closely allied as to make each work an important connecting link to the other—the five volumes comprising a most thorough and comprehensive series covering the entire entertainment field.

The hostess who possesses the five works, need never want for ideas. The instructions are so unique and original as to merit the appreciation of the most exacting. The books are alike helpful to the experienced hostess and the novice, and are as valuable to the invited guest as to the entertainer.

"Parties and Entertainments" especially commends itself to that perplexed army of women who are vainly searching for new and novel conceptions—for something to replace the thread-worn ideas of old time social usage. Such entertainments are selected as will best afford ideas for others. So the ingenious hostess by drawing on her own imagination may find a wealth of material to build from. It should be remembered that there is no rule compelling strict adherence to any of the entertainments, and they may be altered and interwoven one with the other so as to fill every possible requirement.

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CHAPTER I.

CARD PARTIES.

A RAINBOW BRIDGE.

A rainbow bridge carried out in a different way from the general idea of the rainbow affair, is given here. One guest at each table remains seated and the three others pivot around, changing every rubber. Four colors are used—pink, yellow, red and green—and four rooms are fitted up in these colors. In the pink room the card tables are covered with pink cheese-cloth and the tally cards are tied with pink ribbon. The vases are filled with pink roses and the lights are covered with pink rose shades made of crepe tissue paper. The young ladies who assist in this room and punch the score wear pink gowns with bows of pink ribbon in their hair.

In the yellow room the tables are covered with yellow, and the tally cards are tied with ribbon the same color. Yellow jonquils and yellow shades are used here. The gowns of the assisting ladies are cream color and they wear sashes and corsage knots of yellow ribbon. Ferns and smilax and green table covers are used in the green room, and green and white shades are used on the lights. Red carnations and everything else in red make the fourth rich in color. The effect of the rooms in different colors showing between curtains formed of strands of smilax in the arches is beautiful.

The following menu is served: Fruit salad, mush-

room patties, olives; orange with jelly, hot rolls, pickles; Nesselrode served in champagne glasses with a maraschino cherry on top; cakes, bon bons. The orange with jelly is new and delicious. Take a thick slice of orange and place on it a similar slice of orange gelatine or any fruit jelly. The cake served is angel food and fruit cake. The prizes are small baskets filled with flowers of pink, yellow and red and ferns.

A ST. PATRICK'S BRIDGE.

St. Patrick's day bridge must conform to the popular idea of Irish appurtenances, for St. Patrick is the patron saint of the Emerald Isle. Green, therefore, will be the leading color in the decorative scheme—ferns, vines, palms, green ribbons for score cards, and green shades for lights. It will be necessary, however, to have a part of the lights white to do away with the gloomy effects of the green. The shamrock or trefoil is the popular shape. These shamrocks cut out of green paper should be largely used in the decoration of the rooms. Strings of large shamrocks can outline the lace curtains and festoon the walls. The tally cards should be decorated with shamrocks. Other designs which can be sketched on the tally cards are: Irish harps, tiny hats, clay pipes, Irish scenes, pigs, cottages with turf roofs, old women knitting, and Irishmen. The tables can be covered alternately with green and with white cheesecloth.

The prizes should be of the new green artware or glass; very beautiful articles—vases, bonbon dishes and

boxes, candlesticks, etc., can be secured in green. Serve ice cream, cake and coffee. Have the ice cream molded either in shamrocks in vanilla and pistachio or in squares with the shamrock on top. Have the cake in small squares iced with white with shamrocks made of tiny green candies or green sugar on the top of each.

A GERMAN WHIST PARTY.

It may be well to state at once, the name "German" by no means nationalizes this form of whist. For the game, sixteen duplicate whist boards are used; four to be played as regular whist, four by bidding for trumps, as in cinch, four without a trump, and four by holding one's cards face outward and playing from the backs. Partners are chosen by pairing German favors, such as are used in cotillions, each two partners then draw a letter by which they are designated, The hostess must prepare the score cards by indicating after the number of each board the manner in which it is to be played, also the letter signifying the opponents. A game of this kind is made far more attractive by arranging for each couple to play against every other couple. As the arrangement depends upon the number playing, it cannot be given here, but should any hostess find herself in difficulty, she may refer to some whist manual, which gives the table arrangement for any number of players, in different combinations. If prizes are offered they may consist of one of the many pieces of German bric-a-brac, a stein, a book of poems or a piece of music by a German com-

poser, or a song in the original German, now so much in vogue.

If the affair is to be given as a ladies' afternoon party, the regular Kaffee-Klatsch refreshments consisting of coffee, various colored junkets, coffee whip, and a variety of the many little Kuchen, for which Germany is famous, will be sufficient. An evening company, or one at which gentlemen are present, will require a more substantial menu.

OPPOSITION BRIDGE.

Bridge is losing something of its popularity in London because of its tendency to grow more complicated. Hence a new form of the game—Opposition Bridge—is gaining greatly in popularity, and promises to supersede the older game.

The ups and downs of the game are more sudden, and it is faster in play—five or six rubbers occupying no longer than two or three under the new system.

The best point about it, however, is that almost every game in opposition bridge is closely contested—is, so to say, a neck-and-neck race. The actual play of the cards is always pure bridge, so that a good bridge player will always be a good player of opposition bridge.

The game is played as follows: All the preliminaries of the game are as those in bridge—number of players, cutting, dealing, declaration, exposure of dummy's hands, and the trick value of the various suits and of no trumps. When, however, the declara-

tion has been made or passed by dealer, and made by his partner, it is open to the player on dealer's left to make "opposition" or to leave it to his partner to do so.

Either of the two does so by saying the word "opposition," which means that the opposing side declares to raise the point at which tricks begin to score from six, as in ordinary bridge, to seven.

In other words, the opposer's side engage to make more than seven tricks. When opposition is made, the value of every trick made over seven is multiplied by two. Also when opposition is made, the dealer's side may make "over opposition" (the first call being with the dealer). "Over opposition" has the effect of raising the scoring point from six to eight—that is, it obliges the "over opposers" to make nine tricks in order to score, and the value of every trick taken over eight is redoubled.

So the bidding goes on till neither side bids any more or till the last bidder gets to the sixth opposition—that is, to "grand slam." At every fresh opposition the scoring point is raised by one, and the value of the trick is multiplied anew by two.

The suit declared or the "no trumps," as the case may be, is not named until the last bid has been made.

BRIDGE MENU.

The very simplest refreshments one can serve for a bridge party is ice cream in which crushed macaroons have been beaten served in flaring glasses with

whipped cream on top. Lay a candied violet on top of each glass. With this serve devil's food with white icing, cut in squares, and coffee. Use plain white bridge scores and tie a small bunch of artificial violets to each with pale green ribbon. Use flowers and ferns in the parlors.

A "HEARTS" PARTY.

For every lamp and every globe have a shade of deep red tissue paper. Have all the shades drawn and at each window a deep lambrequin of Florida smilax and wreaths of red hearts cut from card-board. Have these strings of hearts mingled with the green smilax everywhere, hanging from chandeliers, above doorways, and from pillar to pillar of the fret work between the library and the parlor. The hearts are of various sizes, from the tiny ones as big as a quarter to the big ones as large as a pie plate.

Each guest is given one of these hearts, with a ribbon run through it, and on the ribbon are thirteen little bells. When a game is lost, a bell is forfeited to the winner, and at the end of the game, prizes are awarded to the six highest, those having the most bells on their string.

*Mushroom Patties in the shape of Hearts,
Olives, Radishes,
Heart shaped Bread and Butter Sandwiches,
Salad of Tomato Jelly Hearts on Lettuce,
Mayonnaise Dressing,
Tutti Frutti Ice Cream, Heart shaped,
Pistachio Cake, Snow Cake,
Salted Pecans,
Coffee.*

FLORAL PROGRESSIVE EUCHRE PARTY.

One of the prettiest entertainments which can be given is a Floral Progressive Euchre Party. As its name implies, the prizes are flowers and plants—magnificent bouquets of blossoms, of beautiful palms, or other ornamental plants in handsome jardinières. These are arranged with decorative effect in some part of the room—a bay window is an excellent place; or if that is wanting, select a corner in which the plants and flowers can be grouped, rising one above another. Vases holding cut blossoms, which are used, after the game begins, to keep the score of the players, help to ornament the room.

The flowers must be of two varieties and preferably those which will not fade too quickly. Roses and carnations, if obtainable, are desirable. At the end of each game, the vases are passed to the tables, the winners receiving a flower—ladies roses, gentlemen carnations—and by the close of the entertainment, few are so unfortunate as to be without one or more of the dainty blooms, while some, of course, are the proud possessors of a bouquet. Those making extra large scores are awarded the extra fancy prizes of the finest bouquets or of fine plants in jardinières.

A GOLF EUCHRE.

For a golf euchre send invitations decorated in the upper corner with a girl in scarlet coat on the golf links, swinging her golf club. Have the card tables

covered with green felt, to represent the holes and bunkers and indicate by scarlet flags, numbered. The partners match clubs, passed by caddies. Scores are kept by dropping white marbles into tiny plaid golf bags, and the prizes are a book on "Golf" and a box of bon-bons. This box is covered with plaid, with crossed clubs on top.

The players pass from hole to hole in regular order. The dining-room can be decorated with the hostess's collection of golf posters, and only ferns and other green foliage plants. In the center of the room have a group of trees in tubs, the base covered with green moss.

The refreshments are delicate chicken and nut sandwiches, balls of salad, and smaller balls of cheese. The ice cream can be a tiny golf player in a pink coat. Have the waitresses wear scarlet coats, white pique skirts and white Tams. Give each guest a little golf poster calendar to take home.

A COLLEGE EUCHRE.

For a college euchre have popular colleges represented, each floating the college color or colors.

As a suggestion there is Yale—a table covered with Yale blue, the arch of heavy wire wound with blue, bearing a Yale pennant; Harvard in bright crimson; the University of Pennsylvania in its brilliant reds and blues; Princeton in its tiger colors, yellow and black; Columbia in blue and white; Chicago in scarlet, and so on, making a gorgeous display of color that is quite oriental.

The players draw slips, each bearing the name of the college under which they are enrolled, and whose honors they defend. Thus the players who draw Princeton wear those colors on their tallies, and carry to the Princeton headquarters the winning pennants in yellow and black. It is a very enthusiastic game, and almost as much college spirit is displayed as if the players were "rooters" for their alma maters at the annual football games.

The prizes can be of burnt wood and a cushion with an Indian head etched in brilliant colors, suggests a combination of the colors used.

BLIND EUCHRE.

The game of blind euchre itself is particularly adapted to hot weather playing, as it requires no skill and little thought. The cards are held so that each player sees every hand except his own, face outward, and the player proceeds as in four-hand euchre, assisting or ordering up from looking at the other hands. In playing the cards each one plays blindly, not knowing whether he follows suit or not, as he selects the cards with their backs turned to him. If he wins it is always and entirely blind luck. This is of great advantage to the hostess, as so often the mixing up of experts and novices at a card party detracts from the enjoyment of all. Cupid design playing cards are appropriate since "Love is Blind," and invitations may be decorated with sketches of a blindfolded Cupid. For hot weather refreshments, use sliced tomatoes with

crushed ice, deviled veal sandwiches, iced tea with lemon and sprig of mint, olives in crushed ice, sherbet or frozen fruit and cake.

CHAPTER II.

PARTIES FOR PATRIOTIC, HOLIDAY AND SPECIAL OCCASIONS.

AMUSEMENTS FOR ST. VALENTINE'S DAY.

Have a candy heart hunt for a valentine party. Decorate the rooms with strings of hearts cut out of colored paper, set the ferns and flower pots in scarlet crepe tissue paper and cover the lights with red paper. Ask the guests to wear white dresses with red ribbons or red with white. Conceal candy hearts about the rooms and give each couple a small basket or a red satin bag and let them hunt.

For the winners have a red satin heart filled with candy.

For finding partners have hanging in a conspicuous place a two-foot square of pure white cardboard, bordered with tiny red hearts. In the center lightly sew as many fish hooks as there are men present and from each one hang a heart that has a cupid painted on it in color. Across the top of the square, write in scarlet ink:

"The hearts upon these cruel hooks
Are like fishes in the brooks,
If one escapes it will not be missed
For there are plenty more to fill the list."

Each young man in turn detaches a hook and finds written on the other side the name of the girl who is to be his partner for the evening.

As "a formality breaker," pin on the wall a sheet of manila paper on which is roughly sketched in charcoal, a boy holding in the air, as if ready to drop into the water, a fishing rod, line and hook. Every guest should be provided with a paper fish with name written on it, and while blindfolded should endeavor to pin it on the hook. A prize for the person coming nearest may be a valentine of some sort.

Fortune angling will produce any amount of merriment for all who participate in the diversion. Let there be a table, a mirror surrounded by smilax to simulate water, and large enough to hold a number of toy fishes, and allow the players to decoy these by the aid of a magnet fastened to a small hook depending from a short fish line. On the underside of each fish should be pasted a number, and when a player secures one, present him or her with a valentine heart correspondingly numbered, likewise decked with cooing doves, roses, or darts painted on one side, while underneath have a fortune jingle. These can easily be prepared if one be skillful with brush or pen, or they can be bought at small cost.

In the dining-room where the supper is served, have the cloth almost hidden by smilax dotted with red paper hearts and centered with a doll arrayed as a realistic Cupid with wings, bow and quiver filled with cardboard darts tied with red baby ribbons, and let

him hold on an uplifted fishpole a golden net filled with wee hearts. The bon-bons may be red and heart-shaped, the candles of the same color burning under shades of scarlet. The favors, to be harmonious, may be fish candy boxes carrying delicious sweets.

FOR ST. PATRICK'S DAY—A DONNYBROOK FAIR.

"A Donnybrook Fair" is an excellent entertainment for St. Patrick's day. Ask guests to come in costume and throw open the entire house. Arrange a number of stalls or stands (tables under old umbrellas), and have these presided over by market women with short full skirts, big gingham aprons, kerchiefs and small shawls or sun-bonnets over their heads. Have a number of grey-haired women (powder the hair) sitting about knitting lace and selling knitted lace. Have one or two peddler women going about with trays suspended about their necks selling notions and cheap trinkets.

Arrange live stock pens with a live pig, geese and chickens. Have a "goose girl" in charge; and have a dairy with dairy maids selling buttermilk, butter, cheese, eggs, etc. Have flower girls selling roses, violets, azaleas and shamrocks. Have a cottage with roof of turf for the Inn. Serve an Irish stew, boiled potatoes, fish, cakes and tea.

Arrange the "Blarney Stone" in the midst of a "bog," the more pitfalls the better. Jaunting and low-back cars should be a part of the scenery. St. Patrick's Well should be a feature.

AN APRIL FIRST FESTIVAL.

A "King's Jester," painted in water-color, clad in red and yellow, smiling and beckoning, is painted on one side of the white card of invitation. On the reverse side is written, in gold ink, "'Fools make feasts and wise people eat them," saith the seer. Will you be one of the many wise ones on All Fools' Day evening to partake of a feast, and make merry betimes?"

On the appointed evening the guests are met at the door and conducted to the parlor by a youth, dressed in a red blouse with full bishop sleeves and long pointed yellow cuffs, and a full-gathered, double skirt, half way to the knees, made in pointed scallops—the scallops of the lower skirt of yellow alternating with the scallops of the upper one of red, with a jingling gold bell sewed to each scallop. One stocking is red, the other yellow, and one foot is thrust into a red sandal, and the other into a yellow one, with a bell on each sharply pointed toe.

Around his waist is a red leather belt; a yellow jester's cap with red leather rim, and with bells on the hood, and a red cape with yellow lining completes his dress. The costume is made of glossy sateen; the sandals of canton flannel.

Two tables, prominently placed in the parlor, are covered with labeled pasteboard boxes of bogus "curios" and "games," and a merry half-hour can be passed in their examination.

The "Game of the Hop-Skip Traveler" is represented by a lively toad; "The Mummy of the Mound Builder" is a stuffed mole; "An Ancient Instrument of Punishment," a worn slipper; "A Longfellow Souvenir," a section of bamboo; "A Pair of Ancient Pin-cers," two dried crawfish claws.

Pitfalls for the unwary are everywhere. Glued fast to a step of the moonlit veranda is a fifty-cent piece; the lace handkerchief dropped on the floor is sewed to the carpet.

A half-hour before dinner, the "fool" hands each guest pencil and paper and a menu card, and they are asked to guess the dinner viands. The menu reads, "Food for the Wise:"

1. Baked portion of beast Americanized in 1493, by Columbus. (Ham.)
2. Fried jewel-boxes of the sea. (Oysters.)
3. Fried young sons of a fowl first found in Java. (Spring chicken.)
4. Slices of a Chilean tuber that once saved a cross-sea nation from famine. (Chipped potatoes.)
5. Love apples. (Tomatoes.)
6. Salad of a bleached vegetable, akin to the hemlock of Socrates. (Celery salad.)
7. A nineteen-day vegetable. (Radishes.)
8. A Greek herb pudding. (Aparagus.)
9. Fruit that caused a war. (Apples.)
10. Sauce of an old world plant, akin to dock. (Rhubarb.)
11. Slices of bread, and the fruit of the emblem of peace. (Olive sandwiches.)

12. A food with which Canaan was said to flow—eggs and sugar, boiled and frozen. (Custard.)

13. Dear to squirrels. (Nuts.)

14. Sugar plums. (Bon-bons.)

15. Obtained from the hoopskirt and tin can eater. (Cheese.)

16. Sugared dough. (Cake.)

17. A drink (from a berry) introduced in England in 1652 by a Greek. (Coffee.)

The prizes for the best "guessers" are books—Max Pemberton's "Queen of the Jesters" for the fortunate girl, and Victor Hugo's "Man Who Laughs" for the lucky man. The booby prizes are wands with "fools' heads" of gingerbread.

The cloth of the dining table is made of sheeting, with a two-inch hem, and with pleasantly jingling bells of yellow and red sewed thickly around the entire edge.

At each end of the table, with each hand catching a red ribbon that runs in waves entirely around the table, is a King's Jester painted in the cloth—fascimiles of the living one who served the guests.

For painting the cloth, common tube paints are used—taking for a thinning medium a mixture of three ounces of turpentine, ten drops of pure cider vinegar, six drops of lemon extract, and a little sugar of lead. The figures are drawn with a lead drawing pencil, and care taken in painting them to prevent the paint spreading over the edges of the design. Several days are given the cloth to dry before using.

The tomatoes and apples are yellow and red; the

radishes are red; the cakes are small squares, iced yellow and red, and the bon-bons are little clear red and lemon colored fishes—typical of the French “poissons d’Avril,” “April fish,” as their “April fool” is called.

After the dinner there are many fun-provoking “guessing games”—“guessing eyes,” “guessing noses,” with the “April fool” cry for the wrong guesser.

Another prize awarding game of the evening is the guessing of words containing the word “fool,” called “The Finding of Fools.”

1. Idiotical; absurd. (Fool-begged.)
2. A kind of paper. (Foolscap.)
3. Pursuit of the unfindable. (Fool’s-errand.)
4. A pudding. (Gooseberry-fool.)
5. A negro of West Africa. (Foolah.)
6. A fish. (Fool-fish.)
7. Sulphuret of iron. (Fool’s-gold.)
8. Lucky without judgment. (Fool-happy.)
9. Courage without sense. (Fool-hardiness.)
10. Overhasty. (Fool-hasty.)
11. To gull. (Foolify.)
12. Silly. (Foolish.)
13. Rule of fools. (Foolocracy.)
14. A contemptuous corruption of philosopher. (Foolosopher.)
15. Deceptive happiness. (Fool’s paradise.)
16. A poisonous herb. (Fool’s-parsley.)
17. A species of Orchis. (Foolstones.)
18. A snare for dullards. (Fooltrap.)

The prizes are silver “fish” scarfpins; the boobies’, red paper “fools’ caps.”

AN EASTER BONNET PARTY.

A very pleasant entertainment to be given about Eastertide is one at which the all-engrossing head covering of the season is to be manufactured.

The materials required are simple—two sheets of tissue paper for each guest, numerous pairs of scissors and silver table knives, and pins without limit.

The workroom—preferably one provided with a large table—is decorated with plates of fashionable hats borrowed from a milliner, advertisements of all sorts displaying bonnets, and half a dozen pattern hats previously made by the hostess.

Placards announcing "Fashion's Fancies" or "Hints on Headgear" give substantial advice like the following: "Bald-headed gentlemen are no longer affecting the pompadour style of hat;" "A simple crown is King Edward VII.'s favorite headgear at present;" "None but the very fast set will wear more than fifteen colors in any one bonnet this season."

Each guest is furnished with a roll of two sheets of paper which harmonize in hue, and is told to make a hat or bonnet in fifteen minutes. Really surprising results will begin to appear. Some very lovely creations will be evolved by the tasteful fingers of the wonderful woman who can stretch a dollar; exceedingly funny dunce and soldier caps with nodding tassels of paper fringe will be the products of the big men who can always laugh and give others an occasion for mirth. Hats with brims and without, crownless and with peaked crowns, with streamers and with

ties, so small that they challenge the ever-present bow in the hair, and so large as to give cause for another arrest in a New Orleans theater—all the hat family will be there—and so will fun.

Did you ever make one? Lay together two squares of tissue of different colors (white and blue are pretty), gather it—with pins—in a circle, so as to form a crown, leaving the four corners sticking straight out for the present. Roll back two corners loosely, so as to give a pompadour effect for the front, and plait the others so they stand stiff for high trimming behind. This gives you a foundation. For trimming use aigrettes—long fringe pinned so tightly as to stand stiff and curled on its edges with a table knife—and ostrich plumes—short fringe well curled. Pin on the back a pair of bewitching strings, pat, punch and pull into shape, and you have a fetching bonnet.

That is only one—an easy one. Numberless forms come when one begins to invoke them.

When the time has expired, form couples for a cake walk before the judges and award the prizes. A bunch of Easter lilies, or a clump of hepaticas or pasque flowers growing in a tiny china bowl is appropriate for head prize; a hatpin or a book of nonsense verse for the foot prize.

A FLAG PARTY FOR DECORATION DAY.

Drape the red, white and blue bunting from tree to tree, and nail to the trees flags of sixteen different countries; the flags to be numbered. Provide each

guest with a card containing as many numbers as there are flags. The guests are requested to fill out the cards with the names of countries the flags represent, and are allowed fifteen minutes in which to do this. He who correctly fills his card in the shortest time is given a prize. Flag stickpins, bon-bon boxes representing flags, or some patriotic book would be appropriate.

It is surprising how few are familiar with the flags of different nations.

PATRIOTIC PARTY FOR FOURTH OF JULY.

A Japanese fete is suitable for a Fourth of July affair, especially for a large affair where house and grounds can be utilized. The hostess who wishes to carry out the Japanese idea correctly will study a book on Japanese customs. She will find it an easy matter to make her grounds attractive on this idea. Cross two long bamboo fishing poles over the gate and hang two fancy lanterns therefrom. Make a path from gate to house by setting up wooden pedestals surmounted by lanterns (this is the approach to the Japanese temples); or make an arch of bamboo poles crossed and lanterns suspended. Outline the veranda with the lanterns, suspend large ones in doors and windows, and burn red fire in dark corners of the lawn. Have fans and fire-crackers passed by small boys in Japanese costume. Have all waiters in the house dressed as Japanese waiters.

In fixing up the house, take into consideration the Japanese love for flowers and that they have several floral feasts. The flowers can be made from paper. Let one room represent the cherry blossom, the great flower of Japan. Use the pink cherry blossoms everywhere, against the walls, from chandelier and in the hair of the ladies. Serve cherry ice and small cakes decorated with candied cherries, and cherry phosphate or punch in this room. The wisteria is another flower which is cultivated in great quantities in Japan. This room should be in lavender, and if it is impossible to secure the wisteria for a pattern, show Japanese photographs or have Japanese tableaux, a reading from "Madame Butterfly," or "The Japanese Nightingale," and give tiny fans tied with violet ribbon in this room. In August the Japanese have their feast of the lotus, and the pond lily can be used in decoration of one room. Have everything here green and white, Use the waterlily and its broad leaves in a frieze around the room and in a wreath about the table. For the table decoration use tiny dwarf plants in odd jardiniers surmounting an "island" made of rocks. Mirrors can be used about the base of this rocky pile and a miniature garden laid out with tiny shells, white pebbles, and the sprigs. The Japanese delight in making these miniature landscape gardens in the smallest possible space; the dwarf trees, but a few inches high, are the wonder of tourists.

In this room serve white sandwiches tied with red ribbons. These may be chicken, Neufchatel cheese, chopped almonds and Brazil nuts, peanuts, lettuce

with white mayonnaise. Serve white ice cream in scarlet tissue cups and cake. Decorate the squares of white cake with round red candies in imitation of the flag of Japan. The imperial flag is the gold ball on a red field, the national flag a red sun on a white field and the man-of-war flag, a red sun with rays on a white field. Iced tea may be served in this room.

Beyond the entertainment in the wisteria room and fireworks on the lawn the hostess need not provide other entertainment as the day is exciting enough in itself and the fireworks are the main part of the entertainment to young and old.

BATTLES OF THE UNITED STATES, FOR FOURTH OF JULY.

Try the following: What battle of the United States is

1. A fortified place, to perform and a walking stick?
2. An English coin and the act of directing attention?
3. A royal weight?
4. A teutonic village?
5. Two intoxicants?
6. A feminine proper name and a Roman garment?
7. Inclosures for domestic animals?
8. An English city and a village?
9. What railway porters expect, a consonant and a kind of boat?

10. The village of a female ruler?
11. A male bovine and what people do when it chases them?
12. The residence of "Portia" in the "Merchant of Venice?"
13. A vegetable and a range of hills?
14. An ancient city of Greece?
15. Beautiful forest trees?
16. A number and table utensils?
17. To propel, a forest tree, and a body of land surrounded by water?
18. A judicial officer's village?
19. A dear fortification?
20. A range of hills for burial purposes?

ANSWERS:

1. Battle of Fort Du Quesne. 2. Crown Point.
3. Princeton. 4. Germantown. 5. Brandywine.
6. Saratoga. 7. Cowpens. 8. Yorktown. 9. Tippecanoe.
10. Queenstown. 11. Bull Run. 12. Belmont.
13. Pea Ridge. 14. Corinth. 15. Fair Oaks.
16. Five Forks. 17. Roanoke Island. 18. Chancellorsville.
19. Richmond. 20. Cemetery Ridge.

HARVEST PARTY.

This entertainment can be given in the ball room of a city house. A hall or a real barn would be more suitable, if available. The invitations are on heavy brown paper, the spelling poor, and some of the words invented. They read:

Mr. and Mrs. Blank invite you to take dinner

with them "down on the farm," on the evening of ———, at early candle-light (about seven o'clock). It is likely there will be some dancin' after the dinner things are cleared away, but you don't have to put on your Sunday best on this account, as nearly all the neighbors are agreed on wearin' their every-day farm close. We hope you kin kum and if you ain't able to, send wurd by some of the children or anybody passin' our house.

P. S.—Might be handy to know anyway 'bout whose kummin.

The ballroom is turned into a big barn, with Blank's Barn, Rural Route 7, on the door. At one side there can be two stalls with a real pony and a real calf, above have a haymow with real hay and buckets, harness, stable lanterns, pitchforks, etc. One corner can represent the granary with corn, oats and pumpkins. Have the table lighted by lamps and candles. In the center have a small hay stack, surrounded by a rail fence. Inside are toy cattle. The table ware is old-fashioned, and among other things served are Virginia mast-fed ham, country hominy, cottage cheese, honey, yeast biscuit, apple butter, fried chicken, cream gravy, jellies, pickles, raspberry and blackberry jam, fried potatoes country style, sweet potatoes, mince and pumpkin pie, coffee, cider, milk, lemonade. A "Rube" band will play during the dinner and for the old-fashioned dances afterward.

A HALLOWE'EN PARTY.

Hallowe'en has always been enjoyable because of the popular superstitions attaching to it. It is a night

when any supernatural story may be believed—a night for ghost stories, weird songs, quaint customs, and mystic tricks—a time, too, for much innocent fun and enjoyment. If you are fond of entertaining, Hallowe'en is an ideal night for a party of young men and maidens.

Your invitations, which may bear in one corner a spectral figure or the outline of a witch with her broom, may read—

Miss Blank requests the pleasure of Mr. Blank's company on Monday evening, October the thirty-first at eight o'clock.

She begs that he will come prepared to participate in the mysteries and rites of Hallowe'en.

If obliged to have the party in the house, clear the rooms of all unnecessary furniture, decorate with evergreen and oak branches, and have all the light come from pumpkin lanterns. The smaller pumpkins being hollowed out and ornamented with a grotesque face may be fastened around ordinary gas burners or incandescent bulbs, and a large one for the center of the dining room table may enclose a lamp. With this as a center-piece pile around it apples and such other fruits as may be obtainable at this time of year.

On entering the house the elves, witches and sprites are shown to the dressing room by two little spooks—one a spectre robed in white, the other a little imp clothed in bright scarlet. Each masquerader is numbered. When all are assembled they form in a grand march and pass each other in review, trying to identify each other, the one guessing the most correctly re-

ceiving a prize. There will be numerous surprises as the masks are taken off at a given signal. After all have been recognized they are invited to the dining room. In the center of the room is suspended the "witches' pendulum," a paper bag laden with "sweets," for the guests to break by means of a sharp sword or knife, while blindfolded. When the difficult feat has been accomplished and the contents of the bag are scattered at the feet of the guests and eagerly picked up, they are found to contain only a prophecy for the future.

The menu cards may be four-leaf clovers cut from green paper, with the menu printed or written in white ink.

Beside each plate may be found two candy wafers of assorted colors and flavors tied together with baby ribbon between which has been placed a conundrum written on a tiny slip of paper. These may be read and answered during the serving of the lunch.

Upon leaving the dining room the real fun of the evening will begin. To make the entertainment a success, the hostess must use all her ingenuity in planning the different games, etc., to have plenty of them and not have any one last long enough to let the interest flag for a moment.

Place on a large platter a mould of flour which has been moistened a little to turn out in shape. A ring must be concealed in its depths. The company each takes a turn in cutting off a slice from the mould. The one who finds the ring will be first to marry, but to pay for that privilege he must take the ring from the flour with his teeth.

The weal or woe test is made by trying to toss an apple through a horse shoe which has been suspended in a doorway. If successful happiness is assured.

The occupation of your future mate may be ascertained by dropping melted lead in water. A pill indicates a doctor, a book an editor or author, a coin riches, and no shape at all means a lonely life.

After this, half walnut shells may be floated on the water by means of tiny sails made from toothpicks and bits of paper. On the paper is written one's own initial and those of another. The boats are all started at once and the water is agitated. If your ship goes down at sea, you will not win your lover, but happy are the ones whose ships come safely over the troubled water.

One of the party may disguise herself as a gypsy unbeknown to the others, and tell fortunes.

As the evening draws to a close let the company draw around the open fire, with all the lights burning low, and tell ghost stories while roasting nuts and apples and popping corn. Of course the one which calls forth the most shrieks and shivers is voted the best.

One of the number may sing the song of the
"Old woman all skin and bone, um—um—um—.
Who went to the churchyard all alone—" as a fitting close to the evening.

As the guests depart they may each be presented with a piece of cake in a tiny box as a souvenir over which to wish and to dream.

AFTER DINNER GAMES FOR THANKSGIVING DAY.

The game of enigmatical menus, as its name implies, is not only especially appropriate for Thanksgiving Day, but has the further merit of not requiring a great deal of preparation beforehand, and is therefore not too great a tax upon a busy woman's time. Before this greatest feast day of the year, the hostess is usually so fully occupied in planning the actual bill of fare, that a game which requires nothing more than pencils, and sheets of paper with the following riddles either plainly written or typewritten upon them, will be found a boon indeed. An hour's time is usually allowed for guessing the names of the guests, and of the viands suggested upon any one of the menus which are given together with the correct answers.

A DINNER FOR HISTORIC CELEBRITIES.**THE GUESTS.**

1. He who refused the crown of England.—Cromwell.
2. The conqueror of Napoleon I.—The Duke of Wellington.
3. He who escaped from his foes by reversing his horse's shoes. Israel O. Putnam.
4. He who owned his good fortune to his cat. Dick Whittington.
5. The inventor of printing. Guttenberg.
6. The captive king whose hiding place was discovered by his troubadour. Richard Coeur de Leon.
7. A sly one. Fox.

8. The kernel of the peach. Pitt.
9. Minister to George II. Walpole.
10. The author of Poor Richard's Almanac. Benjamin Franklin.

THE MENU.

1. Soup—The mainstay of the Chinese. Rice.
2. Fish—A color. Blue Fish.
3. Roast—The pride of Old England. Roast Beef.
4. Vegetable—A porridge and an apartment. Mushroom.
5. Game—A nut cracker. Squirrel.
6. Salad—Part of a house and a letter. Celery.
7. Pudding—A summer residence. Cottage.
8. Cake—What variety gives to life. Spice.
9. Fruit—From an historic tree. Cherries.
10. Wine—The kind of invitation one likes to receive. Cordial.

A DINNER FOR LITERARY CELEBRITIES.

THE GUESTS.

1. A barrel maker. Cooper.
2. A mixture of black and white. Gray.
3. The baby of the flock. Lamb.
4. A disagreeable fellow to have on one's foot. Bunyan.
5. Joyous hardness. Gladstone.
6. A country in Europe. Holland.
7. A lion's abode, free from dampness. Dryden.
8. A head covering. Hood.
9. Small talk and a cask. Chatterton.
10. Absence of all color. Black.

THE MENU.

1. Soup—What a ship sometimes springs. Leek.
2. Fish—All colors combined. White Fish.
3. Roast—A red hot bar of iron. Pig.
4. Vegetable—To steal mildly. Cabbage.
5. Game—Chinese English. Pigeon.
6. Relish—Dreadful predicaments. Pickles.
7. Pudding—The mantle of winter. Snow.
8. Cake—Brightest and best of all. Sunshine.
9. Fruit—A church dignitary and a fruit. Elderberry.
10. Wine—An island in the Atlantic. Madeira.

CARNIVAL.

A carnival of holidays is a delightful plan for a Christmas week party. Send out invitations on small fancy calendars and designate the character you wish each guest to represent. For your own costume take "Christmas and wear scarlet, trimmed with "ermine" (made of sewing bits of black calico on white cotton bands), a pointed cap edged with a roll of wool and carry on your back a miniature pack in which have the favors for the guests. These can be toys of different kinds, miniature sleighs, sleigh bells, skates, hampers of bonbons, toy horns, music boxes, dolls, etc. Other guests should be asked to represent "New Years'," "Twelfth Night" (January 6), "St. Valentine's Day," "Washington's Birthday," "St. Patrick's Day," "April Fool," "Lincoln's Birthday," "May Day," "Memorial Day," "Fourth of July," "Labor Day," "Hallowe'en," "Thanksgiving." Have the

grand march played and appoint two judges to decide on the prettiest costumes, giving simple prizes. After dancing or games let each guest try to hit an old-fashioned grab bag, made of heavy paper, and filled with bon-bons and motto candies. Blindfold the guest and give her a long stick and three trials at hitting the bag. Have ice cream frozen in shape of Santa Claus and the cakes star shape. Decorate the table with a small tree all in white, hung with white popped corn, white candles and dabbed over with cotton.

FOR A CHRISTMAS HOUSE PARTY.

Arrange the house so that a room or section shall represent a season. In the Spring room have the decorations branches with peach and apple blossoms (formed of paper and wired on) and spring flowers, violets, tulips, jonquils, etc. These can all be of paper. For games in this room have a flower hunt. Give each guest the first letter of a flower and have him hunt the letters which finish the word. Cut the letters out of different colored cardboard, making them as small as you please. First put a coating of mucilage on the back of the sheet of cardboard. Conceal the letters about the room. As soon as a guest finds his flower complete, he goes to a table and pastes the word on a card which he has and takes the first letter of another flower. The one who gets the longest list of flowers receives a favor.

In the summer room have the hostesses wear summer gowns and have it decorated as for a garden party, with shrubs and flower beds and seats. Have lemon-

ade or fruit punch served under a small gay canopy made of a Japanese umbrella. In this room have parlor croquet, tennis and archery contests. A base ball bulletin on the wall adds to the summer effect.

In the autumn room have autumn leaves and fruits, all of which can be obtained in the artificial forms. Have dancing in this room, the orchestra wearing "Rube" costumes and milkmaids serving cider from a barrel with tin cups.

In the Winter room use the Christmas decorations and have a series of Christmas tableaux or a short play, "The Cricket on the Hearth" condensed. At its close have a Christmas tree wheeled to the center of the stage and Santa Claus give out the gifts which should have original verses with hits on the guests attached to each.

AFTER DINNER GAMES FOR CHRISTMAS.

A DINNER FOR CONTEMPORARY CELEBRITIES.

The Guests.

1. The first month of the year. Janvier.
2. Strong and sturdy. Hardy.
3. An out of date arrangement for the front hair. Bangs.
4. An author whose name is on every page. Page.
5. The poet laureate of England. Alfred Austin.
6. A medium for transatlantic messages. Cable.
7. One form of single blessedness. Bacheller Irving.
8. The pedestrians' aid. Caine (Hall).

9. What springs eternal in the human breast.
Hope (Anthony).

10. A dignitary of the church. Abbott (Lyman).

THE MENU.

1. Soup—Toe not found on man. Tomato.

2. Fish—A unit of measurement. Perch.

3. Roast—A lean wife. Spare rib.

4. Vegetable—The result of pressure. Squash.

5. Game—Timber and the herald of the dawn.
Woodcock.

6. Salad—He who fights the Japanese. Russian.

7. Pudding—An aborigine. Indian.

8. Cake—A tropical sea plant. Sponge.

9. Fruit—To waste away and Eve's temptation.
Pineapple.

10. Wine—A part of the foot and a letter. Tokay.

A LUNCHEON FOR LITERARY WOMEN.

The Guests.

1. A verdant one Greene (Anna Katherine).

2. To evade. Dodge (Mary Mapes).

3. A head covering and a tavern. Wiggin (Kate
Douglas).

4. What ships and schooners often cross. Barr
(Amelia E.).

5. A thistle's product and a head dress. Burnett
(Frances Hodgson).

6. A part of the human body. Foote (Mary Hal-
lock).

7. A pig's house and a measurement. Pennell
(Elizabeth).

8. A guardian's trust. Ward (Mrs. Humphry).
9. Act of a poor cook. Burnham. (Clara Louise).
10. What the rebellion made of every negro. Freeman (Mary E. Wilkins).

The Menu.

1. Fruit—Small shot. Grape fruit.
2. Fish—A soft shelled sign of the Zodiac. Crab.
3. Roast—A genial English author. Lamb.
4. Sauce—A money maker. Mint.
5. Vegetable—A city of Belgium and what a leaf does in spring. Brussels sprouts.
6. Salad—Elizabeth and her German. Garden.
7. Tarts—Water in motion. Currant.
8. Cake—A precious metal. Gold.
9. Ice—A celebrated prince. Orange (William of).
10. The floral Decorations—The flowers that bloomed on their lips. Roses.

A NEW YEAR'S EVE ENTERTAINMENT.

Look through your old newspapers and magazines and cut out all the pictures of the famous men and women of the century you find—everybody, from Decatur to Li Hung Chang, from Daniel Boone to Kruger, from Queen Hortense to Helen Gould, from Coxey to Kipling. Clip the names off, and make frames for them of pasteboard and gilt paper.

Write the invitations on the backs of your cards: "You are invited to attend the opening of the Nine-

teenth Century Portrait Gallery, on New Year's Eve,"—fixing the hours to suit yourself.

Then clear your drawing-room of all its furniture and pictures, covering the walls with the pictures you have framed. In the middle of the floor make a pedestal of two store boxes covered with a sheet, and on it stand a girl dressed as the goddess of Fame—draped in a sheet, her hair knotted in Grecian style, her bare arms hanging straight down, with a laurel wreath in one hand, and in the other a little package neatly tied. Light the room with four heavily shaded piano lamps, one in each corner.

Outside the drawn portieres seat another girl dressed as Time, with white hair and beard and hour-glass and scythe. And on the floor before her put a basket woven of evergreens, and filled with little tablets, each marked with all the numbers that are stuck in the corners of the pictures. Four little girls of different sizes as the Seasons—Spring with a wreath of artificial jonquils, Summer with roses, Autumn with chrysanthemums, Winter with holly—stand on the stairs to receive.

As the guests arrive they are led up to Time, who bids them enter his temple of Fame, and write down on the tablets he gives them, the names of those they recognize.

They enter and begin their inspection of the pictures, putting down such as they know—or think they know; and incidentally making many mistakes. And when they have finished the round of the room, they sign their tablets, drop them into Time's basket, and

are led away by a Season to the supper room.

When all the guests have made the tour of inspection, and the prize has been adjudged, the winner is escorted back to the "gallery" by the whole company, to receive from the hands of the Goddess the laurel wreath and its little golden duplicate that the package contains.

SUGGESTIONS FOR NEW YEAR PARTIES.

A novel way of selecting partners for a New Year's party is to paint upon water color paper such objects as may illustrate the different months of the year. A candle for January, to represent Twelfth Night, or "The Feast of Candles." February, a heart for St. Valentine. March, the shamrock, as complimentary to St. Patrick. For April, an umbrella, the sign of rain. May, the month for moving, is represented by a sign upon which are the words, "House to Let." June, of course, is the month of roses, while a fire-cracker is always symbolical of July. A fan for the hot month of August, and a pile of school books for the first days of September. Hallowe'en, the gala day of October, has a Jack-o'lantern, while the year closes with a turkey for Thanksgiving and a stocking for Christmas.

Cut these out and fasten a loop of ribbon to each one, except the fire-cracker, where a bit of cord will answer both for the fuse and the loop by which to hang it. These are for the ladies, while the men will receive plain cards upon each one of which is written a

month of the year. If there be more than twenty-four guests there are many other available days, as Arbor Day, represented by a tree; a hatchet for Washington's Birthday; a flag for Flag Day; a saw, trowel or spade for Labor Day, and a ballot box for Election Day. If it be necessary to use these extra days the plain cards must be numbered to designate the different days of the same month. For instance, the card that corresponds with St. Valentine's Day will be February No. 1, while the bearer of February No. 2 will be the partner for the holder of the Washington's birthday illustration.

The same idea may be carried out for dinner favors, painting the various objects on cards about four by six inches in size, and pasting on one corner a small calendar. When the guests arrive they will be given the plain slips upon which are written the months of the year, and must then find at the table the calendars that correspond with their cards.

A TWELFTH NIGHT FROLIC.

Twelfth Night comes so near the other holidays, it is not celebrated as often as it should be in this country. Twelfth-night is twelve days after Christmas, or the sixth of January.

A cleverly disguised little witch should preside over a gypsy kettle at the Twelfth-night frolic. This cauldron contains steaming bouillon, and as she ladles it out into various colored cups the witch mutters in an uncanny way:

"Double, double, toil and trouble;
Fire, burn; and cauldron, bubble."

Each color is supposed to have a certain meaning, either good or bad, for the one who drinks from it, so the choice is of course made with fear and trembling and thrills enough to make the thing interesting. After drinking the contents, each one is informed in mysterious whispers what their fate is to be, such as:

This golden cup
Will cheer you up.

The blue means joy to you,
And cares and troubles few.

You'll marry a charming maid
If of the green you're not afraid.

The cup of silver hue
Will bring much riches unto you.

The black, as sure as fate,
Brings you a widow for a mate.

He who takes the color red
Will have long life but never wed.

If you choose the cup of white
You'll go to war and have to fight.

This pale cup of gray
Means a sad heart for many a day.

The color effect can be had on the regulation bouillon cups by pasting different colored paper on the outside, always having two of the same color, one for the men and one for the maids. The fates may be changed to suit the sexes.

For another test, have different colored candles fastened by their own wax into the halves of English walnut shells; each guest chooses a candle, then they are lighted in absolute silence and set afloat in a pan of water, which may be stirred by each one in turn to make the fairy boats sail. The boat that gets across the "pond" first with the candle still burning is assured of marriage within a year, success in all undertakings, a long life and much honor. The boat that sinks or the candle that goes out brings poor success in love and fortune, with disloyal friends and many adversities. If two boats touch and drift along side by side with both candles burning, it signifies a love affair that will run smoothly. If either candle goes out it means loss of love on that one's part. If both go out, it means both parties were mistaken in their affections. The boats that linger near shore indicate fear in embarking in strange ventures and lack of confidence in self. The witch who presides over this trial of destiny, if quick-witted will be able to give many telling hits from the above suggestions.

The witch next comes in with a tray suspended from her shoulders by red and yellow ribbons, on this tray are wreaths of white roses, pink roses, and yellow roses (these may be of paper). The men are blindfolded one at a time. The girls form a circle around the witch and the man and he chooses a wreath from the tray and puts it on the head of one of the girls. Then another man is blindfolded and comes in and makes his selection and places the wreath, and so on until all the men have been in the ring. The man must take

the first wreath he touches and must place it on the head of the first girl he touches. The white wreath means marriage within a year; the pink one riches, and the yellow one disappointment; if two or more wreaths are placed on the same girl's head it means untold honors; if a head fails to be crowned it means a crown hereafter.

Partners for refreshments are chosen by passing a basket containing slips of paper of all the colors used earlier in the evening, there being two slips of each color and those choosing the same colors are partners. The refreshments may be chicken or oyster patties, a salad, wafers, chocolate, ice cream and cake.

In the cake should be placed, after baking, a bean (the magic one,) which will bring great honor to the possessor; a ring meaning marriage within a year; a key, a journey; a penny for riches, and a thimble for the spinster. The ones who get nothing are as well off as they were before. All these articles may be wrapped in paraffine paper and placed in little hollows and then iced over, marking places so the one who cuts the cake will not cut near or onto one of the articles. Each guest chooses the piece he wants and the witch helps him to it.

A BIRTHDAY CELEBRATION.

Here is a birthday party for a sweet bachelor maid whose hair is turning gray. The main part of the feast is the birthday cake, which is brought in on a small table. The cake rests on a wreath of asparagus fern vine, and has a row of violets around the top. It is a

white cake with a filling of figs and whipped cream. On the top of the cake is a candle for each guest in shape of an interrogation point, a delicate hint that the guests did not know the hostess' age. All form a ring about the cake and each guest lights a candle giving a wish for the hostess as she does so. One of the guests serves chocolate and coffee and the menu is composed of four kinds of sandwiches—chopped meat, nut, cheese and nut and chicken salad sandwiches—salted nuts and ice cream.

CHAPTER III.

DANCING PARTIES AND COTILLIONS.

BAL MASQUE.

Satisfactory decorations are walls of pale green paneled in white, gold and violet, and a ceiling garlanded with electric lights covered with flower forms in the Dresden or pastel colors of green, violet, pink and yellow.

The tendency in modern masquerades is to costume in groups, this being really a great advantage, as material may be brought cheaper by the quantity, and the one who is not an adept at planning and making a costume reaps the benefit of the aid and experience of the clever one. Groups make a pretty picture in the grand march and in the dances, and that is another point in their favor.

For mixed groups, the dignified find material in knights and ladies, characters from Wagnerian operas—"Lohengrin," "Tannhauser," from Shakespeare, from Tennyson's "Idylls of the King," and historical characters, courtiers, kings, queens and nobles. For the ridiculous, there are peasants, school boys and girls, animals (a "Zoo" with leader in command), burlesque generals and their staffs mounted on horses made of cambric and frames, policemen, tramps, acrobats, circus riders and ballet girls, poster girls, funny characters from "Mother Goose," vegetables, carrots, cabbages, beets and tomatoes; barnyard fowls, in fact there is no limit to the grotesque possibilities.

For mixed groups four Pierrots with white suits dotted with big black polka dots, skullcaps and lace, chalked white, with eyebrows, red lips; and four Pierettes with white suits, big black dots and tall peaked hats of black or white make a pretty group. Four ladies may represent the *likueurs* with white short-skirted dresses, black velvet peasant bodices and garlands of grape vines and leaves of cherries. Bottles labeled form the headpiece and under the arm is carried a bottle with a tiny glass. "Three Little Maids from School," haymakers, peasants, college students in cap and gown, flower groups, American beauty roses, marguerites, sunflowers, tulips, chrysanthemums and lilies. In the flowers the bodice is of dark green velvet and the skirts cut to resemble flower petals, or artificial flowers are used on a white background. Groups from the old-time fairy stories are pretty and the seasons, holidays, countries, music and the arts give ideas to bright women for pretty costumes.

All these ideas may be used for individual costumes and for private parties. The jungle party is the newest fad and admits of many costume possibilities with white and brown canton flannels and furs.

A VALENTINE DANCE.

The invitations read as follows:

Miss Blank

At Home

February 14th, Nineteen Hundred ———

Dancing

8 o'clock

Accompanying the invitations are enameled cardboard hearts. For the ladies, a flat gold dart is pierced through

the heart; a ribbon for the gentlemen. Written with gold ink on the ladies' heart, is:

"If in our dance you'll take a part
Accept the heart, return the dart."

For the gentlemen:

"Cupid sends this to invite you
To join in a game for a heart.
If you'll come, return this gay ribbon
To tie on a golden dart."

On the back of each heart or dart is:

"Kindly write your name on the ribbon (or dart)."

The return of the ribbon or dart to the hostess denotes acceptance.

THE DANCE.

The hostess and her assistants return to each gentleman the ribbon bearing his name. He also receives a quiver, which is hung across his shoulder by a narrow ribbon or cord, and fifteen hearts, one larger than the rest.

Each lady receives a silk cord, which has fifteen hooks sewed on, this she ties around her neck. She is also given fifteen arrows (procured at any toy store.)

The gilt darts are now placed with the names down, on a table. Each gentleman takes one. The lady whose name he reads will be his partner for the first and supper dance, no matter with whom she came. He presents the ribbon bearing his name to her and she ties it on the dart and puts it in her hair, wearing it throughout the evening. After the first dance her partner takes from his pocket the large heart and hangs it on the middle loop or hook of the necklace, first having written his

name on one side, and she writing her name on the other.

The lady takes from her belt an arrow, placing it in the quiver hung from his shoulder.

Every dance adds a heart to the necklace and an arrow to the quiver. After the supper and last dance, the hostess requests the loan of the large hearts from the necklaces. A cord is stretched across the room and with common pins the hearts are lightly stuck on. She now presents a gilded bow to a gentleman, who can shoot as many arrows as he possesses, but only twice at one trial, so that all may have a chance. The one who knocks the greater number of hearts down wins the prize. A large candy heart, heart-shaped box of candy, or a floral heart, if preferred.

Then the ladies all stand close together around the tallest gentleman. The hearts and arrows are all put together and the tall gentleman throws them as high as he can. The ladies scramble to catch all they can. The fortunate one securing the greatest number, receives the golden bow as a prize. The hearts are returned to the necklaces and the arrows replaced in the quivers.

COLONIAL BALL.

The invitations should be sent out on large double sheets of rough ecru paper, folded three times and sealed with a big gilt seal. Heavy black type is used for the invitation which reads: "Ye Honour of your Presence is desired at ye Colonial Ball in ye Halle of Blank over against ye Market Place of ye Towne of _____, on ye twenty-second day of ye month of

February, in this Year of our Lord, nineteen hundred and _____. Ye grand minute will be danced at half-after eight of ye clock. Dancing will be general after ye minuet." The long s is used, making these invitations very quaint.

For the ball the hall is lighted by wax candles without shades, the floor is highly polished and bouquets of mixed flowers are used.

The opening dance after the grand march is the stately minuet, given by four or more sets. The young people in these sets are dressed with a view to making a pretty color scheme, either in plain colors or flowered gowns. Colored lights thrown add to the beauty of this scene. Boxes are arranged around the sides of the hall for the patronesses and are draped with handsome American flags. Oriental rugs, palms, chairs, and anything the fancy of the occupants dictates provided it does not offend the general scheme, are used.

If the hall has a number of side rooms, these are fitted up with card tables and for smoking rooms. Salads, ices, fruit punch and coffee form the refreshments. Cockades in blue and gold make pretty favors for the supper, served buffet.

FOLLY COTILLION.

For a Folly cotillion, the invitations are surrounded by little clowns' heads in caps with bells. Over the ballroom door hang this sign elaborately decorated with grotesque masks: "A Laugh is Worth a Hundred Groans in Any Market." The guests are invited to wear folly costumes, which means that they may dress

as foolish as they please. Upon arrival each guest should be given a tall, pointed cap, the old-fashioned fool's cap. For the cotillion favors have bells on sticks, toy clowns, monkeys, grinning masks, toy geese, April fool calendars with the days of the month and quotations all twisted, the toy imitations of pictures in the comic supplements, Jack-in-the-boxes, trick serpents and charms. In the April fool figure the guests will take their favors from a prettily-trimmed basket; as they reach out to take the favor, the basket lid snaps shut and the sign "April Fool" is hung out. In this figure everything is danced left-handed, and the music is remarkable for starting one tune and ending in another of different time. The figures to be danced are unique. In the "April Fool" figure the girls are concealed in one tent, the men directed to others to be confronted with the sign "April Fool." The man finding the right tent first dances with the girl. The others include the April Shower figure for which tiny umbrellas are favors, the Simple Simon figure in which a man peddles pies from a tray suspended around his neck and dances with the girl who buys his pies, the monkey and hand-organ figure, the Animal Show in which the men imitate different kind of animals, the Circus figure in which the men jump through large tissue paper hoops, the Laughing Mirror figure in which the girls stand before grotesque mirrors and the men dance up behind them and make them laugh at the reflections. At supper one course is served between two figures after 10 o'clock, for this cotillion must close at midnight sharp. First serve marrons glace and

coffee and cakes with a fake course, imitating the real preceding. For the next course have chicken salad and bar-le-duc with cream cheese, then game in aspic and truffles, rolls and brandied figs, and creamed mushrooms. The last course will be hot bouillon.

THE COTILLION.

The cotillion embraces five property figures, and five favor figures. For the former, regular stage "props" or accessories are required. It is on the favor figures that hostesses expend much time, skill and money, as the favors are kept for years on the walls of dens and bedrooms, and are referred to with much pride by the owners.

For a favor figure eight couples are generally up at a time. These dance a waltz or two-step until the leader blows his whistle, then all go to the favor table where the chaperons give out the special favors for this figure.

Several new and pretty figures have been recently added to the cotillion. The menu figure is very amusing. Each man takes the name of a course at dinner—soup, fish, lobster, sauerkraut, pork, etc. A waiter, in one instance a real little Japanese, presents a menu card to the girls and they check off the name of the course they prefer, dancing with the man the course represents.

For the golf figure, four girls and their partners are out on the floor, the girls holding caddy bags. The partner brings up two men, and the girl bestows the golf bag on the man she does not care to dance that dance with.

The miniature figure is pretty and easily prepared. A screen is made with the four panels covered with pink cambric. Openings are made in oval or heart-shape, outlined in pink paper roses. Four couples are up. The girls are placed behind the screen. The partners bring up four men who stand with backs to screen, turning at a given signal and dancing with the girl faced in the screen.

The laundry figure is another property figure, which is quaint and amusing. The men leave the room and select handkerchiefs from a clothes basket. While they are gone, the girls slip laundry bags over their heads covering their faces. At a signal, the men come in, and each finds the bag which his handkerchief matches.

Something entirely new in the cotillion line would be a Mother Goose cotillion, en costume, if possible. The property figures could be: "Mary, Mary, Quite Contrary," "Tom, Tom, the Piper's Son," "Jack and Jill," "Goosey, Goosey Gander," "Little Bo-Peep," "Little Boy Blue," and others equally good. The favors: tiny sprinkling cans, hoes, rakes, garden hats, pigs, geese, bean pots, shoes, shepherd's crooks, tin horns, flowers, etc. The bright hostess will find many possibilities in such a cotillion.

The confetti figure gives excuse for much romping and merrymaking and is generally danced last. The couples march and then form a grand march, all having properties in shape of yards of paper ribbons, confetti (which comes as tiny discs in all colors or gilt and silver), or paper snowballs and flowers. Men and girls divide, forming two lines on either side of the hall fac-

ing each other. At a signal the battle begins, ending with "Home Sweet Home."

Patties, sandwiches, salads, ices and coffee are served.

LAWN GARDEN PARTY COTILLION.

Favors for this cotillion can be made by clever fingers from crepe tissue paper. The favors include little inexpensive floral whistles which are concealed by the petals of poppies or roses. These favors are used in a "Flower Garden" figure or a "War of Roses" figure. Toy garden implements, the handles wound with tissue or tied with tissue ribbon bows, are used in a marching figure. For the "Board Walk" or "Seaside Promenade" the girls carry immense flowers with long stems as parsols and the men carry umbrellas made of green tissue paper leaves. For the "Harvest Field" figure the girls wear sunbonnets of checked paper and the men wear hayfield hats. For the "Fishing" figure, the men carry bamboo poles trimmed with flowers and the girls carry green paper baskets. For the "Butterfly Chase" the girls have butterflies of many colors and the men have nets of fancy mosquito netting. For the Racing figure, the men wear jockey caps and the girls have long whips with ribbon lashes.

The ballroom and verandas are hung with green vines to imitate arbors. Baskets of flowers and Chinese lanterns and electric lights with flower shades are hung in the windows. Where the sweep of lawn will permit a dancing platform this cotillion is given out-of-doors. A buffet supper of jellied tongue or chicken resting on leaf of tomato, jelly, fruit salad and ice cream in shape of watermelons is served.

DANCING PARTY ON THE LAWN.

Unless one's lawn is particularly smooth and velvety have a floor laid for the dancing. This you can cover with canvas if you choose. Illuminate by setting posts around the sides and hanging ropes of vines and Japanese lanterns between the posts. Acetylene lamps or headlights, or gasoline burners fastened to the posts will illuminate sufficiently. If there is bright moonlight the Japanese lanterns will be sufficient. Have an orchestra for dancing and this can be screened by vines on wire netting if you wish. Serve your refreshments on the porch or from small tables on the lawn. These can be made picturesque by placing tent canopies or fancy canopies over them. If you do not care to arrange many tables, have the one from which you serve punch, lemonade or ice water stand under a large Japanese umbrella lighted by a fringe of lanterns, or have it decorated with a border of daisies and ferns and placed under a canopy of vines. If you serve from the porch illuminate with lanterns and place scarlet flowers on the white tables, or different flowers for each small table. This of course depends on the number of guests. Place garden seats covered with white or chintz to protect the gowns of the ladies, chairs in groups and arrange tete-a-tete places about near the dancing platform. Rugs thrown on the grass will keep the dancing slippers from the dew. Have the way from the house to the dancing platform lighted by fancy lanterns hung in the shrubbery or make an arch by hanging lanterns on the end of tall bamboo fishing poles. Hang fancy

lanterns over the gateway. The porch can be made pretty and attractive by hanging fancy rugs and draperies over the railing and fern and hanging baskets along the edge. For your refreshments serve chicken salad or a fruit salad, lemon or pineapple ice or ice cream of any desired flavor. Peach ice cream served in glasses with a flower stuck through the handle of the glass and bits of crushed sweetened fruit in the top of each glass is a timely and popular dish. Serve any sort of cake you prefer. If you have dancing programs, get tiny cheap paper fans, and paste or write the dance programs on them. Tie tiny pencils to the cord of the fan.

A DOVE COTILLION.

A Dove Cotillion is suitable for summer resorts where men are lamentably absent. Sixteen girls take the part of men. They invite the other girls to accompany them to the cotillion, send their fair partners beautiful bouquets and do the gallant to perfection. They wear short skirts, shirtwaists, standing collars and black ties. Their hair is dressed low and parted on the side. The "ladies" wear their daintiest and most elaborate ball gowns. The chaperones preside at the favors, which are all sorts of tissue paper flowers, fastened on large rose bushes.

SUMMER COTILLION FAVORS.

Nothing could be prettier for a cotillion at a summer cottage than hats. Make them of tissue paper and tinsel, and have garden hats, flower hats, military hats,

dunce caps, jockey caps, Dutch peasant caps, Tam O'Shanter, etc. One can also make flower boas and muffs, flower fans, butterflies and bunches of different kinds of flowers out of the paper. For one figure hide slips of paper in each nosegay telling who the finder's partner shall be. A pretty way to bring the favors in is in a sedan chair or in a flower trimmed wheelbarrow. Or have a flowerstand in one corner of the ballroom and give out the favors from there. Japanese favors are always popular, umbrellas, fans, wall panels, etc.

CHRISTMAS PARTY FOR COLLEGE MEN.

Use red and green exclusively. In the ballroom have a drop ceiling of ropes of green in which entwine hundreds of colored electric lights, giving a lace-like effect. Cover two walls with green lattices and twine with Southern smilax. Thrust scarlet poinsettia blossoms through the lattices at the intersection. Across the back of the stage hang holly ropes caught up with baskets and cornucopias of poinsettias. Turn the stage into a garden with half a dozen Christmas trees lighted with electric lights and trimmed with tinsel. Fill the fireplace and mantel with poinsettias and hang an immense ball of mistletoe in the center of the room by scarlet ribbons. On one wall have the dance program in red and green electric lights, outlined with smilax. Cover the halls and stairways with white and entwine with vines, placing small Christmas trees in the corners of the landing. Turn the supper rooms into miniature gardens with laurel trees or the Christmas trees. Hang holly garlands ending in Christmas

wreaths from the ceiling and use begonias on the mantels and buffets. Seat the guests at small tables. On each alternate table have a small Christmas tree trimmed with tinsel and candles and on the others candleabra with red candles. Have sprays of holly tied with long scarlet ribbon for favors.

CHILDREN'S PARTIES.

FOR THE CHILDREN'S FOURTH.

An Uncle Sam party will interest the children. Have a large figure of Uncle Sam with beaver hat, striped clothes, painted on cheap muslin and placed against the side wall. Give each child a tiny flag with pin stuck in the end of the handle. Place the children in a row and blindfold them all at the same time, then start them out to find the Uncle Sam and place the flag in his hand. Warn them against moving swiftly and bumping into each other and clear the room of all furniture so they cannot get hurt, guarding the windows and doors. Arrange a series of athletic events for them, running races, jumping hurdles, throwing and turning on poles, driving geese or chickens, wheelbarrow races and three-legged races. The girls can take part in most of these "events" since most schoolgirls now have the same athletics that their brothers have. A doll race for the girls may be arranged by having the dolls dressed as they run, at the first distance have the doll's shoes and stockings, at the next her dress, at the next her hat, at the next her coat. Start the girls at a signal and they must run and catch the articles and put them on the dolls as they go. Give a small silk flag to the girl who gets her doll dressed first.

For refreshments have chicken and nut sandwiches, lettuce sandwiches, jam tarts, fancy cakes and fruit

punch made from pure fruit juices. For the ice cream have strawberry topped by a mound of vanilla and stick a tiny flag in the top.

A HOME-MADE PUNCH AND JUDY SHOW.

A Punch and Judy show can be gotten up at a very small expense, and always proves an unfailing source of delight at any entertainment given for children. While the necessary outfit consisting of theater and puppets may be purchased at the toy shops, a home-made affair can be made equally attractive by anyone possessing a little ingenuity.

Here is a home-made Punch and Judy show, planned and devised by an ingenious little mother for the entertainment of her own children and their little friends.

The frame work of her theater was nothing more nor less than a clothes horse, whose bars were draped at the sides and front with cretonne, behind which she sat concealed from her audience, leaving only the upper part of the middle section uncovered, in order to form an aperture or window at which the *dramatis personæ* were to appear. These were six in number, Punch, Judy, the Baby, the Doctor, the Policeman and the Devil, which were made as follows:

DIRECTIONS FOR MAKING THE PUPPETS.

Punch.—Draw the outline of the head, shoulders and hump in profile on white cotton cloth. Cut this out in two thicknesses of cloth, leaving the width of a seam beyond the outline. Sew these two halves together with an overhand seam, leaving it open at

the neck. Turn the pieces over on the right side, and then stuff the head and the hump with cotton batting, filling out the pointed nose and chin first. Paint the eyes and eyebrows dark, also the back of the head to represent hair. Make the face flesh color, adding a deeper pink for the cheeks, and red for the nose, chin and lips. Make his gown eighteen inches long, of striped material, red and green, for instance, with ruffle around the neck. Make sleeves and hands, and a tall peaked cap to match his gown. Give him a small wooden club.

Judy.—Make her head a little smaller than Punch's, the nose and chin not quite so long, nor so highly colored. Make the cap by cutting out a circular piece of white cloth, hem or pink the edge, then gather it one-third of an inch above the edge in order to form a ruffle when placed on the head. Sew it firmly in place. Make a gown of bright yellow cambric, measuring fourteen inches from neck to hem. Put an inch wide ruffle around the neck, make little sleeves, to which sew bands of white cotton cloth.

The Baby.—As babies seldom have any profile to speak of, draw the baby's full face on white cloth with a corresponding piece for the back of the head, which need not be colored, this baby being usually represented as bald headed. Sew together and stuff the head, make a simple white gown measuring seven inches in length when finished, with a plain hem, and gathered at the neck. It is not necessary to make hands for the baby.

The Doctor.—Cut out, sew up, stuff and paint the

Doctors' head and face, adorning the latter with a black mustache. Make his gown of black cambric, measuring seventeen inches in length when finished. Instead of a ruffle, put a white necktie about his neck. Make a high hat of fine black leather with a band of black cambric.

The Policeman.—Make the policeman's hat helmet shaped with a number in yellow embroidery silk worked on the front of it. Use dark blue cambric for making the hat and gown, with a line of yellow silk embroidered just above the lower edge of the sleeve, and four dots of yellow silk down the front of his gown, and one each side of his neck band, to represent brass buttons. Tie a piece of lead pencil to his right hand with a cord, for a club.

The Devil.—Make the Devil and his gown entirely out of turkey red calico, even to his face, horns and hands. Give him a front face instead of a profile, making large red silk ears, which, when sewed on, stand out on each side of his head. Paint his horns and features black, and put a ruffle around the neck of his gown. If the operator has ready wit, and is conversant with the story of the play, the dialogue may be left to the inspiration of the moment, changing the voice to suit the characters as they are supposed to speak their parts. It is usually safer, however, to write the dialogue beforehand and commit it to memory.

SKETCH OF PLOT.

The outline of the story of this home-made Punch and Judy Show is as follows:

Enter Punch, who bows to the spectators three times, once in the center, and once at each side of the stage. He begins to dance about, and sings in a very squeaky voice the following verse:

“Mr. Punch is a jolly good fellow,
And if now and then he gets mellow,
It's only among his good friends.
To laugh and grow fat he intends,
He lives when he can upon clover;
When he dies—it's only all over;
And there Punch's Comedy ends.”

He then calls “Judy” several times. Finally Judy enters. Punch is very affectionate at first, kisses her and asks for the baby. Exit Judy. Punch dances the baby up and down and sings the following nursery rhyme:

“Dance, baby diddy
What shall daddy do widdy?
Sit on his lap. Give him some pap.
Dancey, baby diddy.”

Baby cries, Punch strikes its head three times against the side of the stage, and then throws it over the front of the stage among the spectators. He laughs and sings:

“Go away, naughty baby
Then it goes over.
Thy mammy's a gaby,
Thy daddy's a rover.”

Re-enter Judy who asks for the child. After some evasions Punch admits having dropped it out of the window. Judy cries. Exit in haste, returns with a stick and hits Punch a hard blow on the back of his

head before he is aware. After some altercation, during which she strikes him several times, he takes the stick from her and knocks her down repeating the blows until she is dead. Then he sings:

"Who'd be plagued with a wife
That could set himself free,
With a rope or a knife,
Or a good stick, like me?"

He then tosses the body out of the window. Enter the Doctor, who says he has heard Judy's cries, and accuses Punch of having killed her and the child, takes his stick from him and proceeds to give him what he calls a dose of medicine, by hitting him over the head with the club. After a struggle, Punch succeeds in getting the stick away from the Doctor, declaring that he will give him a dose of his own medicine, which he does, by hitting him over the head several times, and then thrusting the end of his stick into the Doctor's stomach. The Doctor falls down dead, and Punch tosses away the body with the end of his staff.

Enter the Policeman who says that he has come to arrest Mr. Punch for the murder of the Doctor. Punch claims that he killed the Doctor in self defense, because the latter tried to kill him by giving him a dose of medicine.

"That won't do, you must come along with me," says the Policeman, trying to drag him away. Punch struggles away from him and hits him over the head with his stick. After repeated blows on both sides, Punch finally knocks the Policeman down, and strikes

him until dead. Then tosses the lifeless body away. Punch dances and sings:

“Right foll de riddle loll,
I’m the boy to do them all,
Here’s a stick, to thump Old Nick,
If he by chance upon me call.”

Enter the Devil. He peeps in at the corner and then withdraws. Punch, much frightened, cries: “Oh! dear! Oh! dear! Talk of the Devil and he shows his horns.” The Devil comes forward. Punch tries to conciliate him by calling him: “Good, kind Mr. Devil,” and inquiring after his health, and that of his family. The Devil advances, darts at Punch, who escapes and aims a blow at his enemy. The Devil eludes it, as well as many others, laying his head on the edge of the window, and slipping it quickly back and forth, so that Punch, instead of striking him, repeatedly hits the stage. The Devil disappears, returning immediately with a stick, rushes upon Punch, and strikes him three times over the head. Punch rubs his head and cries: “We’ll see which is the best man, Punch or the Devil.” Here commences a terrific combat between them. At first Punch has the worst of it, but gradually gets the better of his enemy. The Devil, stunned by repeated blows, falls, when Punch kills him. Putting his stick up the Devil’s clothes, he whirls him round and round, crying:

“Hurrah! Hurah The Devil’s dead.”

The above is given as a mere outline, which can be elaborated as much as the operator chooses, by introducing more accessories and characters, for instance, a

cradle with pillows for the baby, a clown dressed in white, and a hangman in black with a gallows and coffin. This lugubrious individual may very happily be left out, however, and local hits and modern songs introduced instead, the operator, naturally, being influenced in these minor details by the age of his audience.

CHILDREN'S LAWN PARTY.

Several mothers may unite and give this party using a large lawn or several adjoining lawns. Have gay little tents or big Japanese umbrellas, presided over by familiar characters from "Mother Goose" or nursery rhymes. "Old Mother Hubbard" can have a little tent in which she exhibits pet dogs and kittens, squirrels, rabbits and doves. "Little Miss Muffet" can exchange pop-corn balls for bits of silver paper "money." "Little Red Riding Hood's" basket can contain bags of peanuts. "Simple Simon's" tray can be stocked with stick candy and "Old King Cole" can be the toy balloon man. Open the afternoon with a parade of pony and donkey carts and toy vehicles. Then let the smallest children enjoy rides around a "pony track," and play simple kindergarten games under the direction of a kindergarten teacher. For the older children have games and trials of skill, shooting arrows at a target, throwing rubber balls at a dummy figure, races, etc., under the direction of an older boy or girl experienced in school athletics. The tests should be very simple and the program changed the moment the little folks show signs of over excitement or irritability. Let the children sing a marching song as they go to sup-

per to quiet them down. Serve supper in a larger tent, using kindergarten tables and chairs. Have the tables flower trimmed and "fairies" for waiters. These may be young girls dressed in white with wreaths of flowers and gauze wings. For the fishing ponds have tubs of water and let them fish for floating toys. Protect the little fishers by oilcloth aprons. Watching a child's dress seems a little matter, but remember that a spattered dress may spoil the bright day for a little girl.

A DOLL AND BUBBLE PARTY.

Send out the invitations in the name of the little daughter and her doll and invite each little girl's doll. There is nothing like the presence of her doll to keep a little girl from feeling lonesome and shy. While the children are playing the dollies can be left in a room especially fitted up for their display. If too much jealousy will not be aroused you can have a "Doll Contest," asking each child to vote for the prettiest doll, the doll with the prettiest name and the doll with the prettiest clothes. Have a small counter in this room containing doll hats made from bits of straw, lace and feathers or flowers. Provide each child with tiny discs of silver paper to represent money and let each "buy" a hat for her doll, to be taken home as a souvenir.

Get tiny dolls and dress them all in the same color, blue or pink and give them to each child to keep.

For amusement provide each child with a miniature tin wash basin and a clay pipe. Have a tub of warm soapsuds and show each child how to partly fill her pan with the suds, being careful about the little dresses.

Let the children blow soap bubbles for an hour, showing them how to blow large ones and how to blow several at once, how to roll them down an inclined board, etc.

When they tire of blowing bubbles have a march played and let them march to the dining room. Have a sheet tied to the corners of the room and filled with popped corn. At a signal loosen the strings and give the children a "shower" of popped corn. Give each a paper bag and let her fill it with the corn, the one filling a bag first receiving a huge popcorn ball for a prize. Let the children take home the little wash basins and the clay pipes. For refreshments have plain vanilla ice cream and cake with icing. Cakes or crackers in animal form please the children and fancy tissue paper caps to wear at the table cause much fun. Have the dolls at a kindergarten table specially set for them with dolls' dishes, little vases of flowers, etc.

A NUTTING PARTY FOR OCTOBER.

This party is for older boys and girls, but the little tots may go along and have their share in the fun. Pile the children into a big wagon—a farm wagon filled with straw, if possible, some bright October day and away to the woods to enjoy the bright leaves and hunt for nuts. Provide each child with a pretty, inexpensive basket for nuts. If some person can accompany the children who is familiar with the kinds of trees, shrubs, and the wonders of the woods the children will pick up a store of valuable information for their Nature studies during the winter.

Let them all help in the work of preparing the supper which is to be cooked on a camp fire. Let them bring the brush and help build the fire, prepare the potatoes, fry thin slices of bacon and make toast if they choose. Children enjoy helping prepare a meal in camp, that is part of the fun. If you wish to surprise them, have a music box concealed in the shrubbery near at hand and wound up to play while they are eating supper. They will be too tired with their tramp through the woods to care for games, so give them an hour around the camp fire with a good story teller to tell them stories of the woods, taking care not to make them tales of massacres or Indian fights or anything calculated to frighten the little ones. If the nutting party can be arranged in the full of the moon you will be justified in keeping the children out an hour later so they can enjoy the moonlight drive home. The invitations to the nutting party can be hidden in English walnuts from which the meat has been removed. Write the invitation on a slip of thin paper and glue the parts of the nutshell together again.

AN AUCTION PARTY.

The following idea for a children's party was given the prize in a children's party contest:

As the children enter the parlor, hand each one a tiny bag made of bright colored cheesecloth, drawn by silk cord, and filled with white beans. Tell each child not to open the bag until the other children come; this will serve to keep the little ones wondering what is in the bags.

Have a large basket containing all sorts of funny toys, the more ridiculous the better, each toy wrapped in a tissue paper and tied with a string. Explain to the children that there will be an auction sale of the packages and that each bean in the bag represents one penny. Tell them how to bid for the packages and start the auction. The auctioneer must be in funny costume and his talk must be full of fun and enthusiasm. After the packages are all bought and examined, let the children find their dinner partners by matching dolls passed to them on two separate plates, each plate containing a doll dressed in a costume of color to match a doll on the other plate, no two dolls on one plate being dressed in the same colored costume. Tell each child to choose for his partner the one possessing a doll dressed in the same color as his doll. When the children are paired off in couples, have a grand march to the dining room. Have a Jack Horner pie, with ribbons extending to each plate, in the center of the table. After the supper let each child pull a ribbon and receive a small gift to take home. Announce an auction party on the invitations so parents can help explain what an auction is to the little ones.

A CIRCUS PARTY.

This may be held in the barn or in the attic. The invitations should be in form of circus tickets. When the children arrive tell them they will be expected to "pay" for everything in pins and start them on a pin hunt. Have pins concealed about the place and tell each child he will need but ten pins. When he has

that number to stop hunting. Have two pins for red "lemon" (lemonade), two pins for popcorn balls, two pins for peanuts, and four pins admission. Arrange a series of cages around the sides of the room and have a cat and kittens labeled: "A Tiger and Her Cubs," a woolly dog "A Fierce Bear," a rooster "An Ostrich." Utilize toy animals and all the pets of the neighborhood. Have small boys for the wild men, Indians, etc.; start the circus with a parade. Ask each guest to bring his pet kitten and have a show of pets, tying red and blue ribbons on favorites. A person to do sleight-of-hand tricks should be secured for the circus party.

AN ANIMAL PARTY.

Prepare a little story, using the names of as many different animals as possible. Whisper to each guest the name of some animal, also tell him his number, and that when you call his number he is to imitate the animal in some way but not to call its name. He must either make the noise the animal makes, walk as it does or show some of its characteristics. Then read the story aloud. As you come to the name of an animal, call the number. The child with the number imitates the animal and the other children must guess what animal it is. Of course the story must be very simple and one easily kept in mind. Not too much time should be given the children to guess but pass right on with the reading. Then whisper to each child the name of an animal to draw on a child's blackboard and the others must guess what the animal drawn is.

Let each child describe an animal without giving its name, the others to tell what it is. Pin the tail on a donkey or the trunk on an elephant. Give an animal book for the prize and have the ice cream served in forms of bears, lions, etc.

TO BREAK THE ICE.

Tell the children you have invited them to a sneeze party. Then say: "Let's get up a big sneeze." To some give the word "Hish," to others "Hush," to others "Hash." At the signal the children call out the words together and the result is a big sneeze which makes everyone laugh.

MOTHER GOOSE PARTY.

This party is suitable for children from eight to fourteen years old. When the children enter give the boys cards with names of characters from "Mother Goose" and the girls the name corresponding. Have the cards tied in different colors, two colors of each kind. Then "Jack" will seek "Jill," "Jack Sprat" will seek "Mrs. Jack Sprat," "Little Boy Blue" can find "Little Bo Peep" wearing his color, "Simple Simon" can find his color on "Mary, Mary, Quite Contrary's" card; "Mother Hubbard" and "There was a little man, and he had a little gun" can go together, and many different combinations of characters can be made, the funnier the better. After partners have been selected ask the children to hide their cards and not tell whom they represent.

On tables have cards numbered and small pencils.

Across the top of each card write the first line of a Mother Goose or familiar jingle, the letters of the words transposed. The child is to write the first line correctly and then supply the rest of the verse in a certain length of time. Here are some models:

No. 1. Arym dha a ttilei abml.

Correct:

Mary had a little lamb,
Its fleece was white as snow,
And everywhere that Mary went,
The lamb was sure to go.

The child has only the first line written on his card. He is to find out what that line is and then fill out the verse. One jingle should be written on a black-board to show them the idea.

No. 2. LTelti ybo elbu ecmo wbol em rouy rhno.
(Little Boy Blue come blow me your horn.)

No. 3. Ryma yram teuiq ryratnco.
(Mary, Mary, quite contrary.)

No. 4. Ajkc eb nmilbe.
(Jack be nimble.)

These models will suggest the rest to clever hostesses. Have the papers collected by Mother Goose and Father Goose. While they are examining to see how many are correct, ask each child to come forward and give his character in pantomime, the others to guess what one he represents by his motions.

A supper of assorted sandwiches, (nut, lettuce, minced chicken, ham relish and tongue), ginger bread cut in fancy shapes, ice cream molded in Mother Goose forms, cakes, nuts, motto candies, fruits and chocolate or lemonade can be served.

Serve the candies in fancy baskets, which are souvenirs. Books of Mother Goose jingles can be bought for five and ten cents, and these make nice souvenirs for a Mother Goose party.

A GOOSE PARTY.

A party which makes little boys and girls wildly happy is a goose party. A black sheet is hung between the doors; in it is a hole large enough for a person's arm to pass through. The person incases her arm in a stocking shaped piece of white flannel with a goose head on the end of her fingers. The eyes are made of black beads and the mouth or bill lined with red flannel. The bill is moved by the first finger and thumb and when the arm is stuck through the black curtain it looks very much like a goose's neck and head. Another person can tell a story of the goose that laid the golden eggs, finishing by telling that a very wonderful goose has come to their party, that it would reward the children brave enough to feed it corn. The children are then given grains of popped corn. As each child comes to the wonderful bird it goes through many evolutions with its head and neck and uses its bill in a way that makes the children shout with glee. As the kernel of popcorn disappears the goose draws its head in for a moment and reappears with a little gift for the child who was feeding it corn. There are doll sets of knives, forks and spoons, doll hats, little baskets filled with candies, little vases, bottles of perfume, little fans, parasols of Japanese paper, tops, Chinese masks and novelties,

marbles and other trinkets of the kind. After the wonderful goose has disappeared with many bows, the children play games to the music of the piano. For supper have chicken croquettes in the shape of geese, sandwiches of bread and butter, crackers and cakes, and each child receives an ice cream goose on a pretty plate.

CHILDREN'S HOLIDAY PARTY.

For something new for little folks' holiday party, get note paper decorated with different scenes from fairy tales and invite the little folks to "Come and hear fairy stories told by a real Fairy Godmother." When the little folks assemble arrange them in couples to pass into the drawingroom. Have two fairies dressed in white with wreaths of flowers on their heads and tiny white wings holding wands tipped with silver stars, stand on each side of the door. Let each hold a magic basket covered with gilt paper and wreathed in flowers. As the children pass in let the fairy give each little boy a toy animal and each little girl a little doll from the baskets, letting the children put their hands in and draw out a toy. These toys may serve to keep timid children from growing frightened. On the drawingroom floor arrange a large square mat of white canvas on which is marked the forests, castles and rooms of the fairy tales. In front of this mat stand two tall candles for footlights, and place the children around on the floor cushions arranged in a semi-circle. Have the fairy godmother (who should be a young person with a special gift of

telling fairy stories) with long red cloak, tall peaked hat, wig of gray hair and a stick with crutch handle sit on a cushion back of the mat, and behind her is either an imitation fireplace or grate with a red light, or if this is too wierd for the little folks arrange a pretty pyramid of lamps and candles with pink shades, regular fairy lights. She has toys which represent the dramatis personae of her stories and as she talks she moves these toys about on the mat. She also allows the children to help her name the characters. For instance she says: "Now I an going to tell you a story of a little girl and her glass slipper. Once upon a time their was a little child named ——." The children will enjoy being allowed to call out "Cinderella." After the fairy stories march the children to the diningroom for supper and give them an hour or half an hour of romping with lively music to work off their nervous activity and to relieve the strain from sitting in the darkened room to hear the stories.

THE GNOMES' CARNIVAL.

Invitations are sent out two weeks before the carnival; ample time in which to prepare the fancy costumes.

Around the large dancing platform huge limbs of trees are arranged, and cozy nooks of vine and tree are in many places. Strong frameworks of branches are built, and ropes of green from corner to corner form a canopy, through which bright lights twinkle like stars. In many places mirrors are placed, scantily concealed by green branches, but permitting the beautiful effects to be reflected in them.

Large umbrellas covered with cotton, and on the inside cheesecloth of different colors—pale green, pink, yellow and blue (carrying out the mushroom effect and like the large, pink-lined toadstool) are placed around the platform and adjoining grounds. Seats are built around the long poles, or handles, which support the umbrellas or toadstools, and the guests rest there between the dances.

To the left, form an arched alcove in imitation of a cave or grotto. On vines and branches of trees, hang cotton, sprinkled with diamond powder (powdered glass), having first been liberally dashed with glue and prisms, or glass icicles, through which rainbow-colored lights play, as on stalactites. Seats are arranged of large boulders, brought from hillside and creek. A pool of water, with mirror (or a highly polished piece of new tin), where lovers pause for reflection before deciding the all-important question, causes much merriment, as the queer glass always reflects a very wry face, by its peculiar arrangement.

The king of the gnomes and the fairy queen receive here. The boy guests are invited to come in white cotton flannel gnome costumes, and the girls are requested to appear as fairies.

The suits for the boys are one-piece suits. The hood comes to a point and is stiffened with crinoline, making it stand straight up. The sleeves cover well the hand. The pants are long, covering the feet, fitting over the dancing slippers. Bells from shoulder to wrist. All the boys should be dressed exactly alike to obtain the desired effect. The hostess should

be able to show one complete suit for the guests to copy. The girls complete the grand spectacle by wearing fluffy dresses, stockings and slippers to match. Spangled and gauze wings add wonderfully to the beauty of the scene.

CHAPTER V.

MISCELLANEOUS PARTIES.

AMATEUR VAUDEVILLE.

The amateur vaudeville, as a basis of novel entertaining, should be considered by any hostess or committee in search of a new idea.

During the warm months it could be arranged to occur on a platform under the trees or on a veranda of generous proportions. In winter, with an impromptu stage in the parlor, it would be heartily welcomed as a novelty.

Of course the "talent" is furnished by the family and intimate friends if the vaudeville be a social house affair. By the young people of the neighborhood or the church societies, if it is for some charitable object.

Each number on the program is as different as possible from the one that preceded it, and all are quite short. They follow each other in rapid succession, so that the halts, hitches and dragging—those common faults of amateur dramatics—are avoided.

Don't choose at random for the talent, but ask each friend or member of the family circle to perform their own particular "stunt."

For example, if Cousin William is excruciatingly funny in Scotch dialogue, persuade him to master a new bit for the occasion and schedule him under an assumed and fantastic name, such as Mac Ivor Mac Intosh, the Unrivalled Caledonian Impersonator.

Your Uncle Thomas may have a latent talent for "coon songs," which he has often perpetrated in the family circle. Excellent! Have him learn the song of the hour and something to serve as an encore, and write him down on the list as Black Tom, the Original Alabama Coon.

Perhaps the children of the family have attended dancing school and have learned some pretty dances. A dance feature by two of the tots would make another thoroughly attractive number on the list. They could be announced as the Terpsichorean Twins.

If Sister Sarah, who has studied elocution and recites in a stirring manner, will practice up something new and fresh for the occasion, she too, in a costume appropriate to the piece, may help to make the occasion a success.

Duets or quartets of stringed musical instruments are always popular if well done, and choruses of children's voices in some simple little songs are certainly enjoyable.

Of course, all players must be in fetching and fitting costume. But no great expense is incurred by this, as very cheap fabrics—cheese cloth, paper muslin, prints and gingham—will, when seen over the footlights, take on the appearance of very rich and costly material.

To make a success of a vaudeville affair, each actor should be as perfect in his part as patient study can make him. The stage curtain should draw easily and quickly, and the stage "properties" be arranged where the hand may be laid upon them in a jiffy. A dress

rehearsal before the entertainment comes off is an absolute necessity if the different features are to follow each other with the desirable dash and swing.

One very successful and very amusing way to get up a vaudeville evening is to have the different actors appear as members of one extensive family—say the Jones family.

THE JONES FAMILY.

To illustrate this: There might be Papa Jones, very tall and thin; Mamma Jones, a little person, short and stout. There might be Aunt Miranda Jones, the old maid relation, tall and thin, with a harsh voice. The Jones twins, two simpering girls. Willie Jones, the terrible child. Grandpa and Grandma Jones may also be added to this interesting domestic group.

Of course there will be a Master of Ceremonies who knows the Jones family well and who introduces them upon the platform and persuades each one into showing off his particular accomplishment.

Papa Jones should be arrayed as a farmer—jean trousers, slouchy straw hat, cowhide boots and bronzed complexion.

Mamma Jones should appear in a “bunnit,” calico dress, green parasol, silk mittens. She should be a roly-poly little personage.

Grandma Jones would be characteristic in a dark calico dress, white neck handkerchief, powdered hair and spectacles.

The “girls” might be fetchingly gotten up in pink

print frocks and sashes, with pink sunbonnets, huge neck bows, etc.

The "terrible child" ought to have trousers well flecked with patches of another color, worn looking shoes, a cotton shirt and a straw hat with a semi-detached brim.

Aunt Miranda, must, of course, look exceedingly precise and prim. Her hair must be combed rigidly back and her gown show no sign of trimming or ornament.

A BLACK CAT PARTY.

Decorate your rooms with black cats. Make posters by cutting black paper to represent a cat and pasting on white bristol-board. Pass each guest a card with the following sentences to be interpreted:

1. A cat and a part of a tree? Ans.—Catalogue.
2. A cat that will be a butterfly? Ans.—Caterpillar.
3. A wet cat? Ans.—Cataract.
4. The Roman cat? Ans.—Cato.
5. A sanguinary cat. Ans.—Category.
6. The horned cat?—Cattle.
7. A cat and a part of the verb to be?—catarrh.
8. A cat and a toilet article?—catacomb.
9. A cat and a relative?—catkin.
10. A cat that throws stones?—catapult.
11. A cat which brings trouble?—catastrophe.

A RAILROAD PARTY.

A good entertainment is the railroad excursion. Dodgers are issued in the following form:

EXCURSION!

First and Last of the Season via the All Around Any Way
Road, Starting

Friday Evening, (Date)

From the Main Street Station (Address of Club or Church
giving Party.)

Transports will depart on schedule time. (Schedule date arranged after departure of transports.) Stop-over privileges will be allowed at West Point, Philadelphia, Edinburgh, Paris and Yokohama.

Meals served en route or at various stations free. Passengers may carry their own baggage, provided it does not exceed weight of one child in the lap.

Hobos not allowed on running gears. Bird cages same price as adults.

Tickets:

Adults, two for a quarter of a dollar. Children half fare.

Have these dodgers freely distributed around the city.

On the evening named people will assemble at the place designated as the station. There will be all sorts of people in the crowd: Aristocrats, servants and tramps (Weary Willies) innumerable. Some will be loaded with bird cages, hand boxes, etc. Engage large moving wagons. Each excursionist is given a coupon ticket, and trains leave every fifteen minutes, and guides are sent with each load.

West Point (the home of a member) can be the first stop, and here the soldier boys in their full uniforms receive. The house is decorated beautifully with flags, etc. Travelers are served hardtack and coffee—from tin cups.

The next stop is "Paris." Everything is in beauti-

ful style; girls in their evening gowns and young men in evening dress receive. Ices and cake are served.

Yokohama comes next (the home of another hospitable family). The lady of the house and servants are dressed as Japs, and its lawn is beautiful with lanterns and umbrellas, etc. Tea and cake are served.

Another lovely home represents Philadelphia. Everything is old style; house lighted with candles, ladies' wear old fashioned gowns, and its visitors are served with chocolate and wafers.

At the station have a lunch counter and a few strolling musicians and street singers. Two policemen with stuffed clubs keep order, and use their clubs on any boy who tries to run away with a pie.

With the engine whistling and the station master calling trains, the scene is quite realistic. Get a good manager and try it.

A TOUR OF THE WORLD IN 80 MINUTES.

Write the invitations on thin correspondence paper as befits the occasion. They are little formal notes which run as follows:

"Miss _____ requests the pleasure of Miss _____ company on a tour of the world in 80 minutes. The tour will begin from _____ on Thursday, September Tenth, at eight o'clock in the evening."

When the guests arrive the hostess receives with one or two young aides in tourists' costume. Long linen dusters buttoned down over the evening frocks

and plaid deer-stalking caps of the most approved English pattern.

Over their shoulders are slung leather cases used for field-glasses.

As the hostess shakes hands with each guest she presents them with a small red-covered book to which a red pencil is attached with scarlet ribbon.

This is the Baedeker for the tour. The tourist reads the following:

"Each charade contains the name of a city of which you have certainly heard of and perhaps visited. When you have correctly guessed all of these and written all of the names in this book, you will have made quite a little tour of the world."

Here are the charades with their answers:

My first you will do when you go to the water. (*row*)
At least you will take a row boat as you oughter.
My second's a pronoun. How shall I express me! (*me*)
Read the sentence twice over. Perhaps you will guess me!
My whole is to wander. Can be done on a wheel, (*roam*)
In a palace car, private yacht, automobile.

Ans.—ROME.

Take first the gentle object of this party (*tour*)
And to it add a little preposition. (*in*)
Together put the two. The city looms in view
As you, no doubt, have fervently been wishin'.
Ans.—TURIN.

My first, an organ (*liver*)
My second, a game (*pool*)
Together an English
Port will name.

Ans.—LIVERPOOL.

Women love my first. (*dress*)
Beasts my second. (*den*)

Combine the two in chinaware.

My whole you've reckoned.

Ans.—DRESDEN.

My first is the first of a name a general bore. (*Nap-oleon*)

A little man, but waged a mighty war.

My second's an article. Handle it with care. (*les*)

Unless your strong point be the French *grammaire*.

The city that's my whole is on the sea.

Take all these hints and solve the mystery.

Ans.—NAPLES.

My first we crave

From cradle to grave (*"mun"*)

My second you can never be. (*ich*)

Music and beer

Should fit in here.

To my whole they are the key.

Ans.—MUNICH.

My first—well, that's a parent. (*par*)

My second's neither was or will be. (*is*)

My whole is a city.

It's really a pity

Any tourist's too stupid to see.

Ans.—PARIS.

My first, dear reader, do not be. (*idle*)

My second in a polar sea (*berg*)

Quite often floats,

A terror to the boats.

My whole's a town in Germany.

Ans.—HEIDELBERG.

Surely, surely, some virtue or other is lacking

When one wants to confine one's relation in
sacking.

But my second is kin and my first is a sack,
(*bag*) (*dad*)

And my whole—that the wretch did, alas and
alack!

Ans.—BAGDAD.

My first is to peep or spy. (*peek*)
A common ending is my second. (*ing*)
My whole is the action most debasing
Of Tom in Coventry. (*peeking*)
Ans.—PEKIN.

Eighty good minutes are needed for puzzling out the answers.

The lucky player who carries off the first prize receives a pretty traveling satchel. Other awards are a book of travels and a silver trunk tag to be engraved with the name and address of the winner.

After the awarding of prizes serve refreshments. Designate the nationality of each dish by decorating it with the flag of its native land, and thus adding another "round the world" touch.

Thus the tea urn proudly flaunts the Chinese dragon. A salad, prepared after a delicious French recipe, shakes out the tri-color. A plate of German cakes has the German national banner.

AN ADVERTISEMENT PARTY.

An advertisement party is given in this way. The guests find the rooms hung with immense advertisements and the dining-room converted into a stage by a small platform. Each guest is asked to come representing his favorite advertisement. After the guests have assembled and are seated, each one takes his place on the stage and recites the merits of his particular goods. A prize is given for the one making the best talk. Following this the guests are given cards containing the first half of couplets of familiar advertisements, and asked to fill out the couplet. Prizes are

given for this and for the best costume. Interspersed with the advertisements on the walls one may have many amusing "hits" on the guests.

AN AUTUMN LEAF PARTY.

Have the house decorated profusely with autumn leaves. Procure a large number of the leaves and place them in baskets on small tables. Write on slips of paper various articles, such as an apron—a table mat—fruit basket—frame—French bonnet—a box—tidy, etc. Place the papers in a hat and allow each guest to draw one. Then require him to construct the article he has drawn from the leaves. Allow ten minutes for the completion of the task. A prize should be given the one who most successfully accomplishes his work. Allow your guest all of the pins he requires. This can be progressive if one wishes it so. Have bonnets at the head table, a wreath at the foot. Allow the two who first finish the wreath to go to the next table and attempt a basket.

AUTUMN PARTY.

Goldenrod, golden glow, double sun-flowers, single sunflowers, yellow nasturtiums, cowslips—these are some of the yellow flowers which the September hostess can have with little expense, for they are all garden flowers. For a goldenrod party use big masses of these flowers in tall jars which stand on the floor in corners of the room, and suspend bunches of the flowers from chandeliers, curtains and in doorways by narrow

yellow ribbons. Remove pictures from the walls, if possible, and hang instead quotations written in gilt ink on white paper, suspended from yellow rods. Have cards for the first hour. For partners ask each guest to draw from the "Potpourri Jar." This may be a large yellow bowl covered across the top with white paper containing a hole large enough for one's hand to slip in. In the bowl have one-half as many picture cards as you have guests. Cut each picture card in half. When a guest puts her hand in the bowl she draws one-half a card. After the drawing is over she must find the missing half of her card, the person possessing it being her partner. Make the cards represent different objects—head of female with corkscrew curls, cluster of goldenrod, thimble, old shoe, scissors, watermelon, negro's head, full moon, fish, bonnet, etc.

After cards announce to your guests that ten of your maiden aunts have arrived unexpectedly to visit you and you wish your guests to meet them, but they must call the names of your aunts themselves. For this purpose pass little dancing programs tied with yellow ribbon having yellow pencils attached. The names are allegorical. Announce the subjects by which the allegorical names may be guessed and have the characters enacted by two or three young girls dressed in quaint costumes. For instance "My angry aunt." This aunt is seen storming about in a terrible rage. Her name is "Indignant." "My aunt who loves a bargain counter." She is seen examining ribbons and goods and grabbing all she can carry—"Remnant." "My tramp aunt." This aunt wears an old hat, carries a small

bundle or handkerchief on end of stick and a tin can—"Vagrant." "My pugnacious aunt" wears boxing gloves and goes through imaginary fighting—"Combatant." "My wasteful aunt." This aunt throws things away recklessly and assumes an air of indifference as to cost of things—"Extravagant." "My scolding aunt." This aunt scolds hard and fast and shakes her head and her fist and is altogether terrifying—"Termagant." "My commercial aunt." She is a traveling saleswoman and carries a box of samples which she sells out—"Merchant." "My bravest aunt." This aunt puts a toy mouse to rout with scant ceremony, then promptly faints in a most ladylike manner—"Valiant." "My shining aunt." This aunt appears with all the jewelry she can borrow on head, neck, wrists and fingers—"Brilliant." "My watchful aunt" sets herself to work to spy upon two young lovers, never letting them escape her notice—"Vigilant."

Ask each guest to set the name of the aunt opposite the correct number. When all are marked, have the favors for the three highest numbers wrapped in yellow tissue paper; place them on a table, blindfold the three winners and start them toward the table. The one reaching the table first may have first choice of the packages, the others to choose in rotation. For favors have pieces of yellow and white china, gilt belt buckle, fan or anything you choose in yellow. For the buffet serve grapefruit and pineapple in glasses resting on yellow tissue mats, salad of chicken, white celery and almonds with yellow mayonnaise and garnish of egg yolk and chopped whites, cheesestraws made of reception flakes

with dots of melted cheese, ice cream frozen in shape of flowers and fruits, orange cake, coffee. Pass candied pineapple and white grapes dipped in white of egg and confectioner's sugar.

AN IRRESPONSIBLE PARTY.

Description of a Very Amusing Entertainment.
The invitation reads:

Miss _____
Invites you to meet the Irresponsibles
At Home
(Date)

In one corner write, "come with your right hand securely bound."

In the dressing rooms have the guests attended by deft maids and valets, to make up for the manual deficiencies of the guests. In the parlor the hostess extends her left hand in greeting, for she, too, shares in the artificial infirmity. When all have arrived the hostess announces that a little trip has been planned by way of diversion, and requests that each guest place his or her name in the register near by before embarking.

Each guest is given a slip of paper on which is written the name of some animal and he is to draw, with his left hand a picture of this animal, and the other guests record their guesses as to the kind of animal the picture represents.

The initial efforts of a five-year-old would hardly compare with these left-handed exhibitions of artistic skill for absurd crudity. Have for the first prize a colored candle in a wrought iron candlestick, with the

admonition "let your light shine." The second prize a gilded penny wrapped in a miniature napkin.

Have one of the guests recite gesturing entirely with the left hand, and another play the piano.

Have light refreshments, consisting of chicken cutlets, bread and butter sandwiches, mayonnaise of celery, coffee, pineapple ice cream, and angel's food.

AN INDOOR GARDEN PARTY.

A garden party in the middle of winter sounds chilly and unattractive, but it is a delightful home entertainment and a splendid way to raise money for church funds. It should be given in a large house or hall. Remove furniture and pictures when it is given in a house and cover the walls with cheap cotton stuff, pale green in color. Cover the floors with green denim and as many shaggy grassy-looking rugs as can be secured. Fill in the corners with tree boughs on which bloom artificial flowers and have hundreds of bright tissue paper butterflies perched about. Hang Japanese lanterns from the ceiling and manufacture a moon by placing a bright light with a reflector back of a frame of black cambric. Cut a hole in the cambric and cover the hole with yellow gauze, and place this before the light.

Let the hall represent the arbor and cover the walls with a trellis work and green leaves. Have rustic seats around the walls and let young girls in pretty, thin dresses serve lemonade and beverages from wells formed of crocks concealed behind stones.

Let the drawing room be the flower garden and the

ladies in charge dress as if for a garden party, in dainty organdies with fans and parasols and summer hats. Arrange the real and artificial flowers about in flower beds; place a few fancy camp chairs and garden seats about for visitors. If party is given to raise funds for some church or charity have the Christmas goods placed in gay little striped awning tents or under Japanese umbrellas. Sell art goods, dainty needlework, fancy bags, pillows, fine old china and pyrographic work in the flower garden and serve hot tea, chocolate and wafers.

Make the library the orchard. Hang oranges, bananas, lemons, apples, pears and nuts among the tree branches. Have the boys dressed in checked blouses and the girls in calico dresses, sunbonnets and straw hats. Have old stumps scattered about and sell books, calendars, blotters, picture frames and similar articles from a booth covered with boughs.

The kitchen garden should be in the dining-room, and it should be decorated with vegetables and herbs, celery tops, carrots, red peppers, parsley, etc. The ladies dressed in kitchen attire should sell wooden ware, home made jellies, preserves, bread, cakes, kitchen aprons, laundry bags, iron holders, china, glass and dish towels. Make the booth in imitation of a tool house.

Arrange a playground fitted up with swings, parlor croquet and games for the children and have the persons in charge dress to represent "Little Red Riding Hood," "Little Miss Muffet," "Mary, Mary, quite contrary," "Simple Simon," and all the nursery rhyme characters. Let each have a deep pocket, let the

children, by paying a penny, put their hands into the pockets and draw gifts. In planning for the children have as many penny gifts as possible and do not have any costing over five cents. It is pretty hard to be a child and have to watch more fortunate children buy toys because there is nothing provided to suit the penny purse.

Ask everyone to come in summer attire as nearly as possible and have a program of summer songs and a supper of cold dishes and ice cream.

A HORROR PARTY.

A horror party! And bring your favorite horror. Each guest brings her particular aversion or the likeness of it, to add to the general awfulness of the occasion.

Comparing these horrors proves to be the best sort of fun.

One who hates rain can wear a mackintosh over her evening gown, and carry an umbrella.

Another can bring candy box which, when opened, reveals a small green toad.

A pretty girl can come with the photograph of an admirer who will not be brought to understand that his visits bore her.

A Japanese paper snake points very conclusively to another's particular horror.

Other dislikes can be thought of but are too numerous to mention here.

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